Learning Baduk(Go) Step by Step

LEVEL UP ❶

For Beginners

BADUKTOPIA

Supervised by
Yoo Chang-Hyuk 9 Dan Pro

Learning Baduk (Go)
systematically step by step
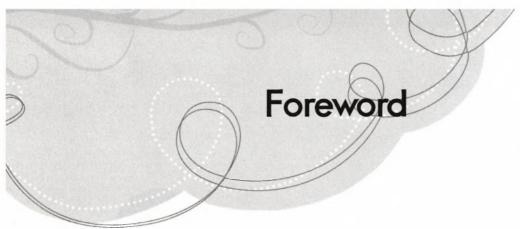
LEVEL UP!

1

Level 1

Level 17

Level 9

Supervisor, Yoo Chang Hyuk 9 Dan Pro

1991 Won Kiseong
1992–94 Won Wangwi
1993 Won Fujitsu Cup
1993–1997 Won Jinro Team Game Cup
1996 Won Ing Cup
1999 Won Fujitsu Cup
2000 Won Samsung Cup, Nongshim Team Game Cup
2001 Won Chunlan Cup
2002 Won LG Cup, Nongshim Team Game Cup
2004 Opened Yoo Chang–Hyuk Dojang (very strong
students study there to become a Baduk Professional)

Besides, he finished 2nd place 9 times in international
tournaments and won 17 times a national tournament.
Currently he is also a main commentator in Baduk TV.

LEVEL UP 1

NAME :

Foreword

Baduk was invented several thousand years ago. It was one of the Four Great Accomplishments that a gentleman was expected to learn: Geomungo (traditional Korean zitherlike instrument), Baduk, calligraphy and painting. Playing Baduk indicated high social standing. In the late 20th century, rapid industrialization gave ordinary people time to enjoy leisure activities. The culture of high society became the culture of the masses, and Baduk became one of the most popular forms of recreation.

Baduk also aids mental health for adults and improves the concentration and thinking power of children. In the 1990's, Korea became one of the strongest nations in the Baduk world, the Department of Baduk Studies was established. Baduk TV began and the cultural and educational foundations for Baduk in Korea were laid. Especially when more people discovered that Baduk helps children learn, it became an activity in special education programs at elementary schools, and the number of Baduk schools increased dramatically all over Korea.

I became interested in Baduk education, founded a Baduk school, and for over 15 years, taught Baduk to hundreds of children. I went to Myongji University to improve my ability to teach children, and graduated in Baduk Studies. I realized there were no systematic books for good Baduk training.

Nowadays there are five levels of Baduk books: introductory, basic, beginner, intermediate and advanced. However, there are serious problems concerning content and level. Oftentimes problem books are inappropriately calibrated; containing problems that are both too easy and too difficult in the same book. This leads to both students and teachers losing interest in Baduk.
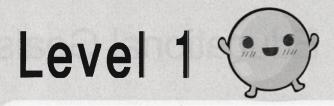
I realized that systematic books were needed. While teaching and studying, I collected material and published this series to help children learn Baduk easily — step by step. Even if it is not perfect, I hope my effort will help to further develop Baduk education.

March, 2008 LEE Jae-Hwan

Level Up 1 Educational Goals

Learning the basic rules and the right attitude.

Welcome to the exciting world of Baduk (Go)!

Level 1

Contents	Educational Effect	Page

Contents   Educational Effec   Page
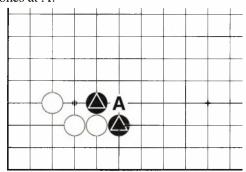
Capture

Stones, that don't have any liberties, are captured and will be removed from the board. Black A captures the two white stones.

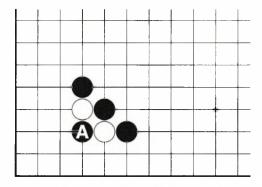## Capturing Race

A fight for liberties. Both players try to capture each other.

Connect & Cut

Connect: A move which joins separate stones into one group. Black can connect the ⊖ stones at A.
Cut: Separating stones. White can cut the ⊖ stones at A.
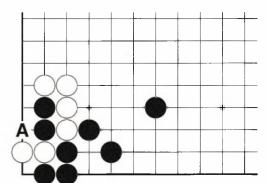
Atari (Dansu)

Stones are "in atari" when they have only one liberty. The white stone has its last liberty at A, and Black can capture it with his next move.

Double Atari

Two ataris played at the same time. Black's move at A is a double atari.

Jachung

A move that takes an own liberty. If that leaves just one liberty, it can be called self-atari. If Black plays at A, it's jachung, and Black loses the capturing race.
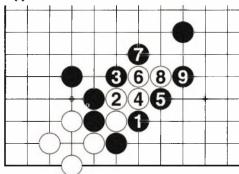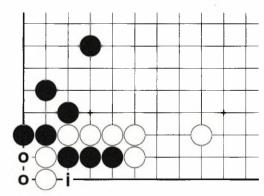
Ladder

Capturing technique, which creates the shape of a ladder or staircase. Black can capture in a ladder by repeatedly playing atari while allowing the opponent no more than 2 liberties.

Liberty

The empty points surrounding a stone and connected with a line to the stone. 1 through 6 are the liberties of the two black stones.

Outside/Inside Liberty

In a capturing race, Black should first fill the outside liberties at 'o' and then the inside liberty at 'i'.
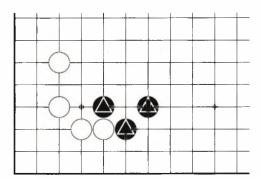
Peep

A move, that is played next to a cutting point threatening to cut.

Suicide

An illegal move. Playing a stone, that doesn't have any liberties and doesn't capture any stones. A black move at A is suicide, it's not allowed to play there.

Tiger's Mouth

The ▲ stones form a hanging connection, also called the "tiger's mouth."
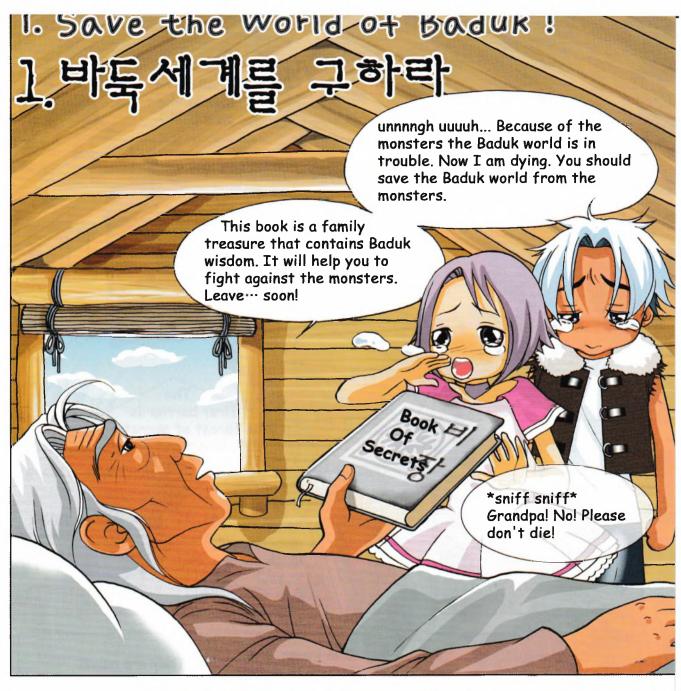
What is the "Level Up" Book Series like?
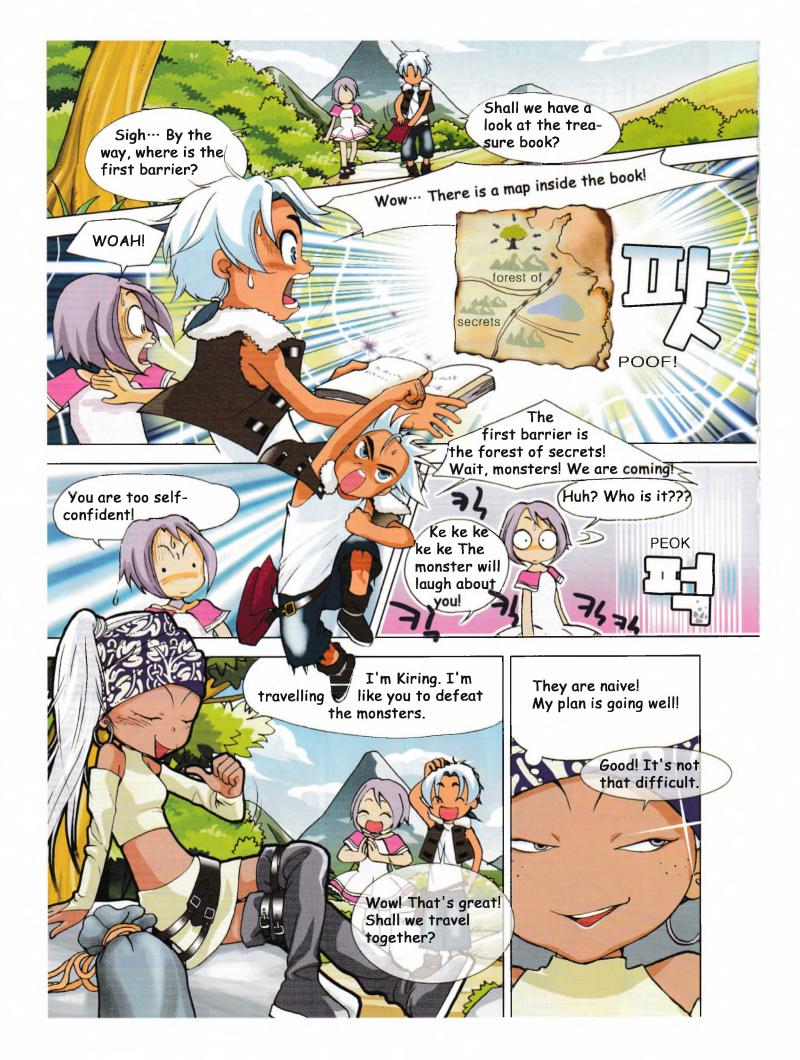
- It introduces the **rules**, basic **concepts**, **techniques** and **principles** of Baduk (Go).
- The **learning content** is divided into many different chapters.
- The short and clear explanations are **easy to understand**.
- **Comics** illustrate the content in an entertaining manner.
- In many **problems** you can practice the theories you have learned.
- You can study the **opening** of the game in selected professional players' game records.
- In the general sections, you can **review** the knowledge you have gained.
- In the '**Next Move**' problems, you can practice actual game situations.
- You can study this book by yourself. Solutions are given at our homepage.
- **General knowledge** is introduced, like Baduk history, education and stories.
- In addition to your Baduk skill, you can improve **5 abilities**, which are useful in everyday's life: spatial sense, thinking power, math ability, memory and judgment.
- At the end of the book, **level tests** are given for your review as well as to check the results of your study.
- In the beginning of the book, you can find the **glossary** that explains the main Baduk terms used.
- In all problems it's **Black's turn**.
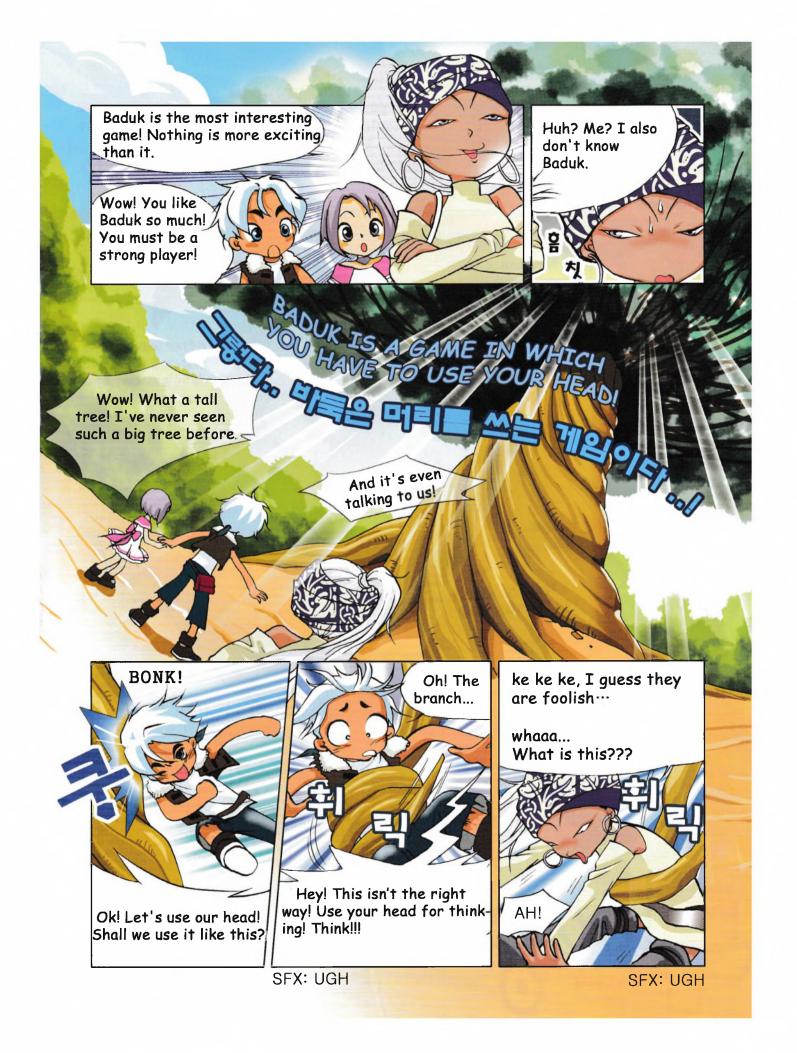
And now, let's start exploring the fantastic world of Baduk (Go)!

CHIII...IING!

찌~~~~~잉

Thanks to the book of secrets the mission is solved.

제1관문을
Congratulations!
통과한 것을
You have solved your
축하한다!
first mission!
어려움이 닥쳐도,
Although
포기하지않는
you faced a difficult
불굴의 의지가
situation, your
너희를 승리로
never-give-up-attitude
이끈것이다.......!
made you win!

Hehe! Sorry, unfortunately I couldn't help you.

That's okay, Kiring! Anyway we have won.

헤벌레

No problem for mission number 2! Mister Seba will come! OH HO HO HO!

Ugh! I shouldn't have been so self-confident! From now on I'll disturb their plan.

I didn't think we could win!

3 Basic Rules

1. Baduk is a game for 2 people, one player takes the black stones, and the other the white stones.

2. They each take turns placing a stone on an empty intersection. Once a stone is played, it cannot be moved or taken back.

3. The goal of the game is to make territory. The player who makes more territory, that is who surrounds more empty intersections, wins the game.

Five Benefits of Baduk
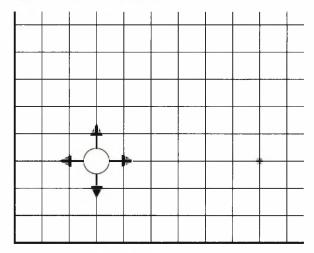
1. You can make good friends.

2. You can gain harmony with people.

3. You can learn lessons about life.

4. You can find enlightenment.

5. You can enjoy a long life.

Baduk Rules

1. The stones are played on the intersections.

Hi everyone, you already know this much, right?

2. Black and White take turns playing one stone on the board.

You fool! Each stone is played one-by-one! GEHEHEHE!

Like this I will be a Baduk champion! HAHA :)

SFX: TUCK!

Let's not insist like our friends here.

Let me take it back! Let me take it back!

No! No! No way!

3. Once a stone is played, it can't be moved.

1 Liberties and Atari
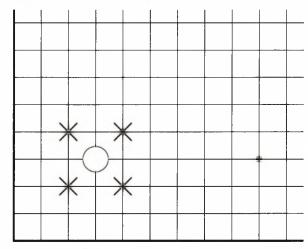
Situation

The points right next to a stone are called "liberties". This white stone has four liberties.
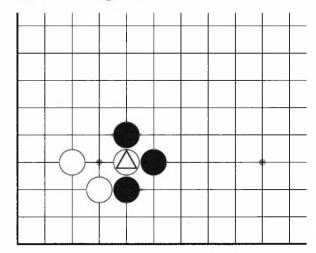
Diagram 1

The marked points aren't liberties, because there is no line connecting them to the stone.

Diagram 2

The marked white stone has only one liberty left. This situation is called "atari."

[Quiz]

What are the liberties of a stone?( )
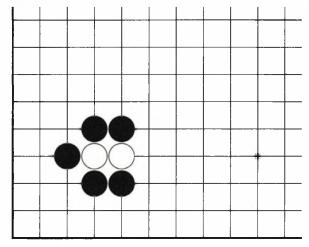
1. All adjacent free intersections, which are connected with the stone by a line.

2. The intersections diagonally from the stone.

liberty = way out of a stone
atari = only one liberty is left
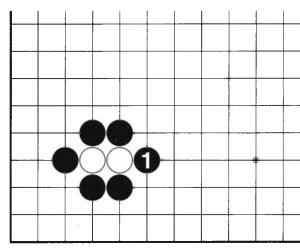
Situation

The white stones are in atari. How can Black capture them?
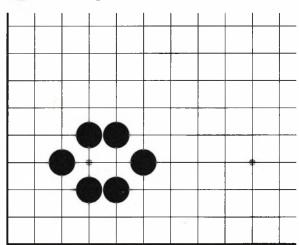
Diagram 1

Black can capture the white stones by blocking the last liberty.

Diagram 2

Captured stones will be removed from the board and kept until the end of the game.

[Quiz]

What is atari? (   )
1. There are 10 liberties left.
2. There is only one liberty left.

How can you capture stones? (   )
1. Block the last liberty.
2. Save your stones by escaping.
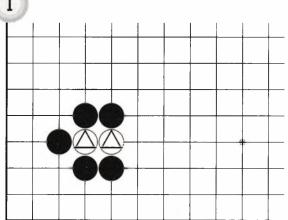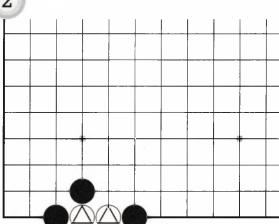
Stones are captured by occupying all liberties.
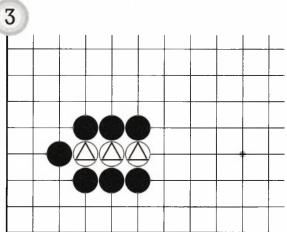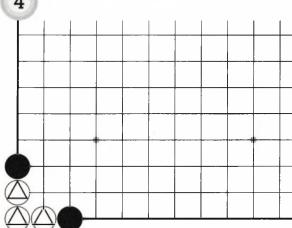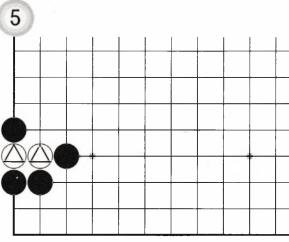
Occupy the last liberty in order to capture the △ stones.

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Capture the △ stones.

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Capture the white stones.

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Situation

The black stones are in atari. How can Black save them?

Failure 1
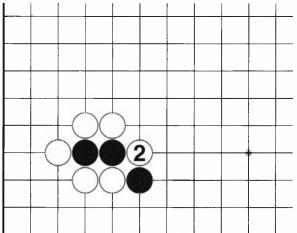
If Black plays at ❶, he will fail. This way, the black stones can't be saved.
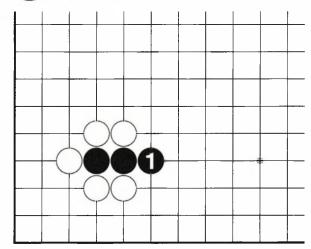
Failure 2

White captures two black stones with ②.
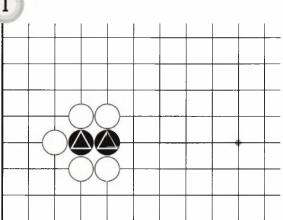
Success
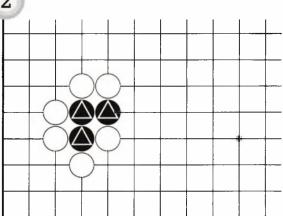
Extending at ❶ is the correct move because Black gained more liberties. Increase liberties to save your stones.
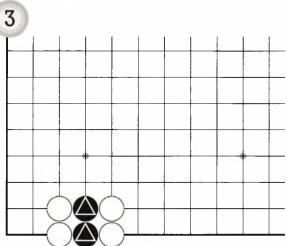
Where should Black play to save the ▲ stones?

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Save the ▲ stones.

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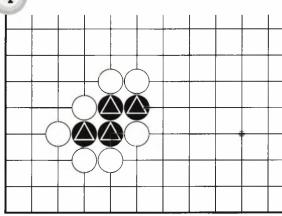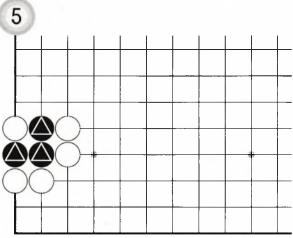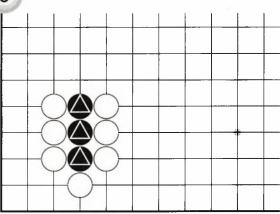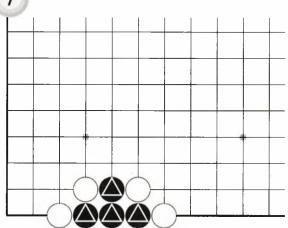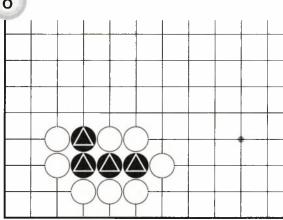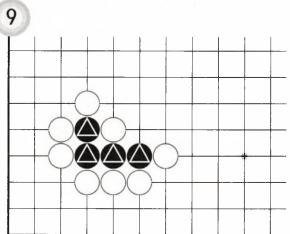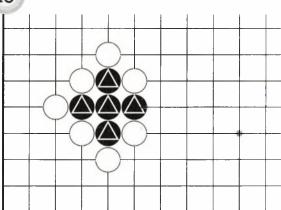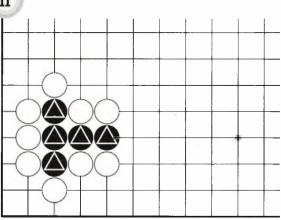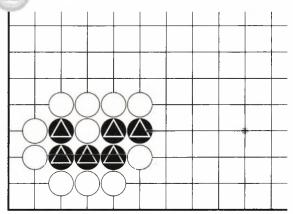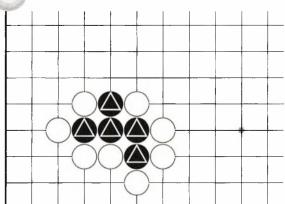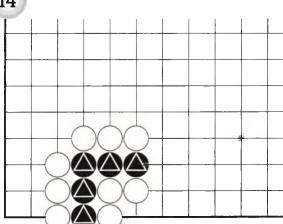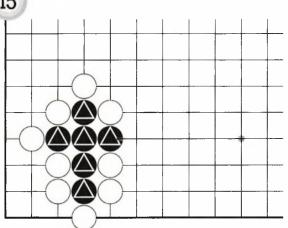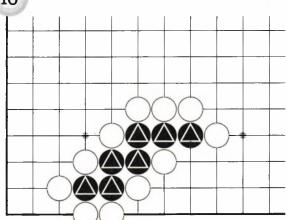
Save the black stones.

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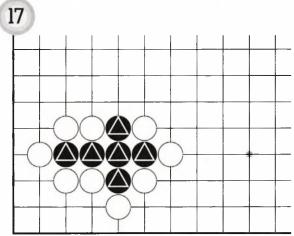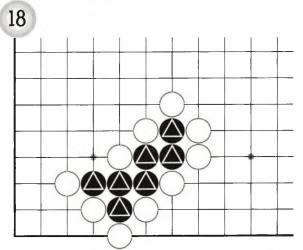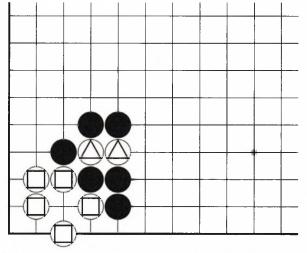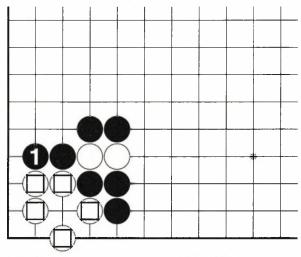
Situation

Which of the white stones can Black capture - the △ or the ▢ ones?
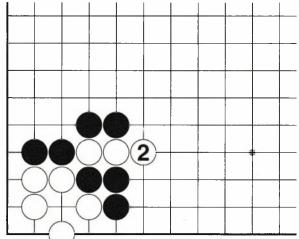
Failure 1

Black can't capture the ▢ stones because they have many liberties.
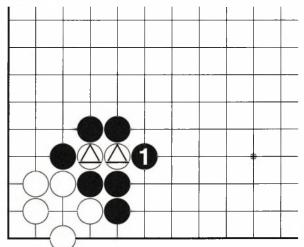
Failure 2

After White escapes with ②, Black can't capture any white stone.

Success
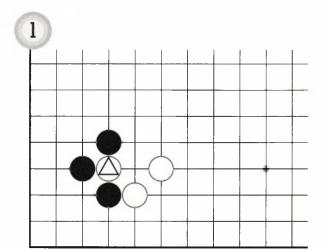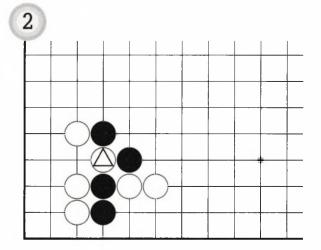
However, Black can capture the △ stones by blocking the last liberty.
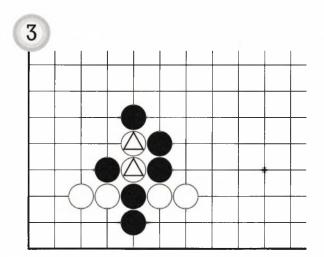
Capture the △ stones.
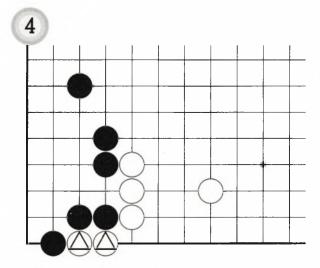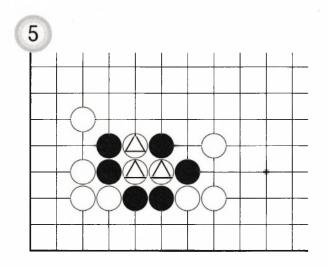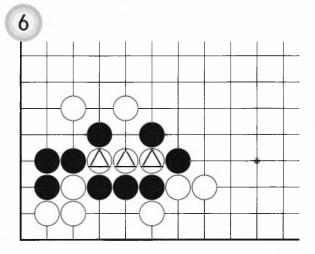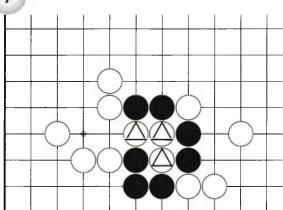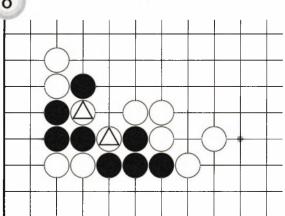
Capture the △ stones.

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Capture the white stones.

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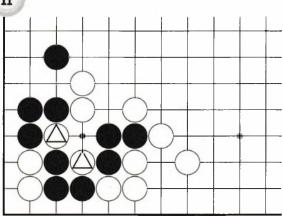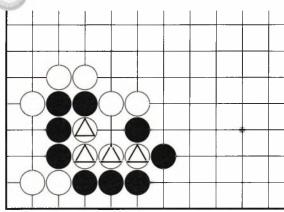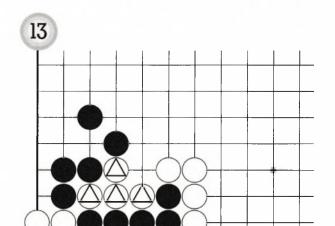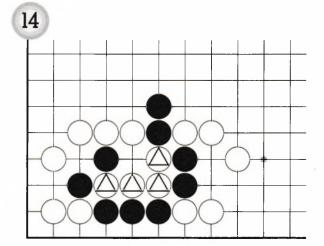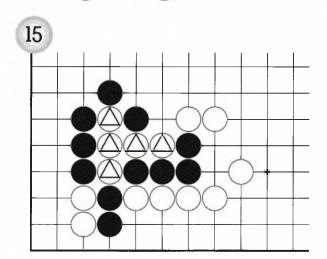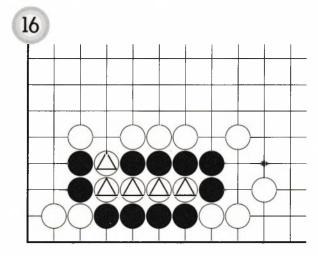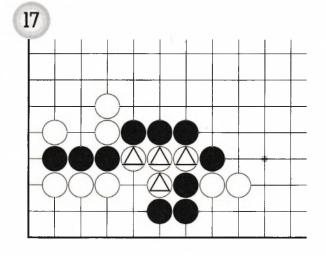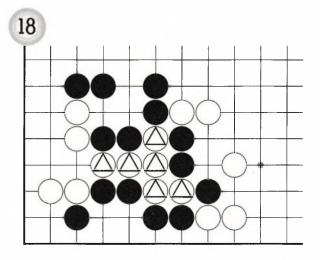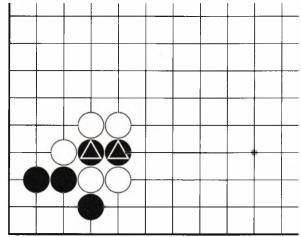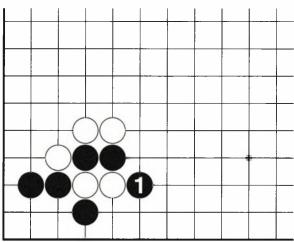
Situation

Black needs to save the ▲ stones because they only have one liberty left. In other words, these black stones are in atari.
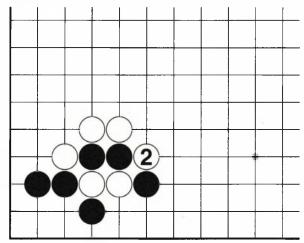
Failure 1

Black's stones are in danger. Can he aim to capture White's stones?
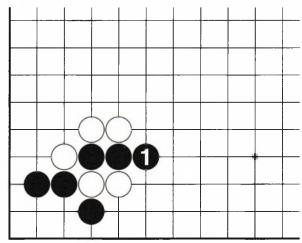
Failure 2

It's not a good idea. Like this, White will capture first.

Success
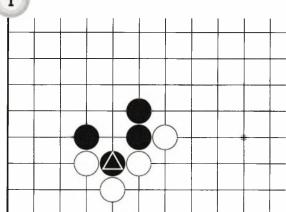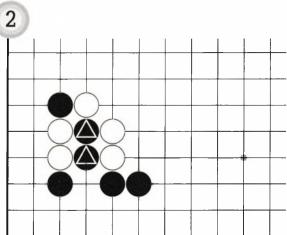
Fantastic! Black increases his liberties and is safe.
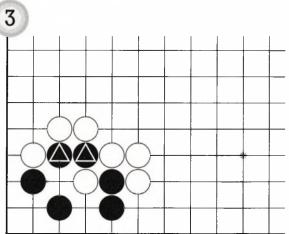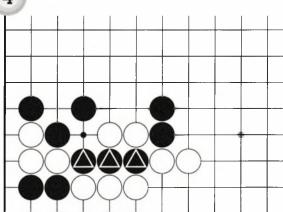
Saving 2

Spatial Sense

Save the ▲ stones.

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Saving 2

Spatial Sense

Save the ▲ stones.

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Save the ▲ stones.

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Situation
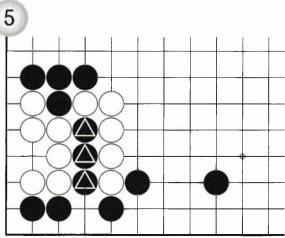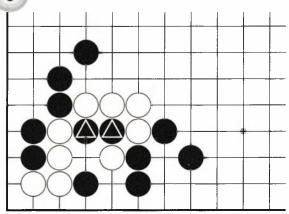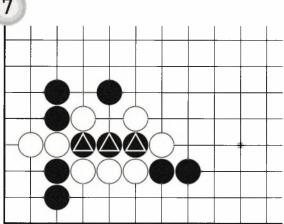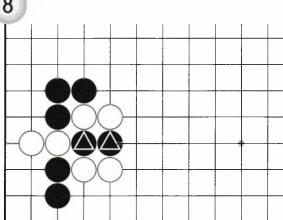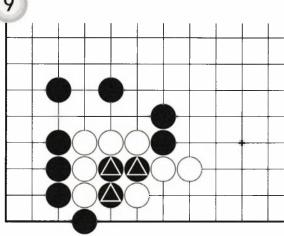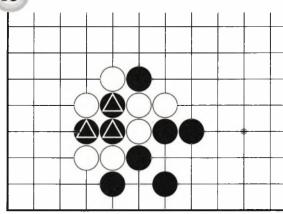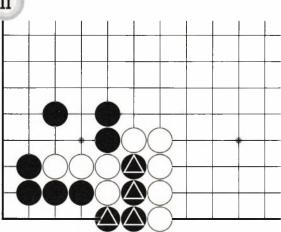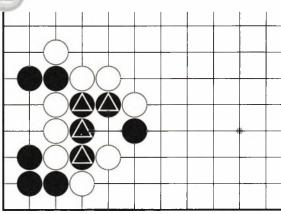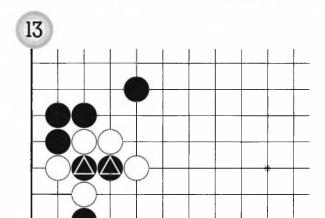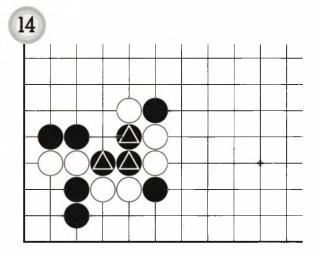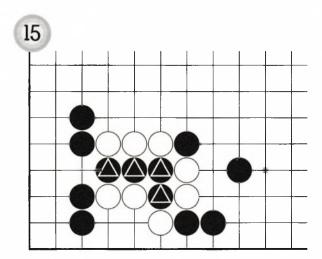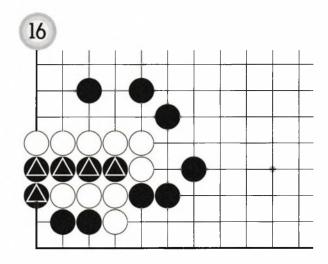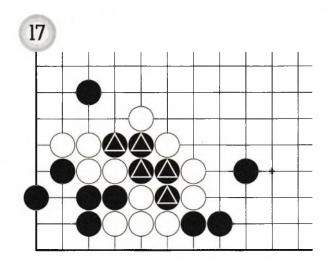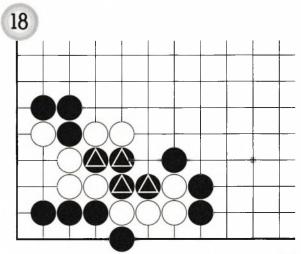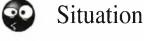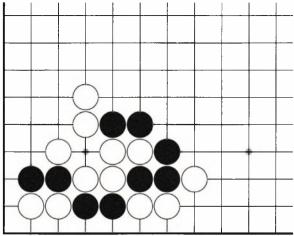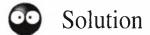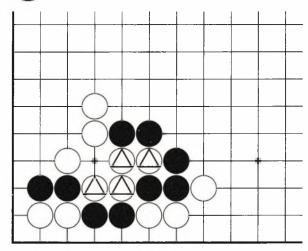
Can Black capture white stones?

Solution
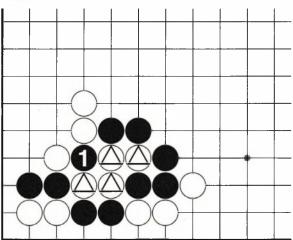
First, Black should look for stones that are in atari.
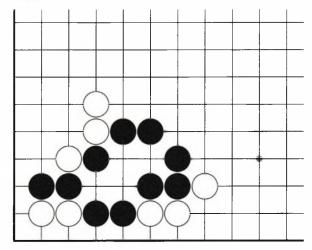
Solution

Black found them: the ⬨ stones have only one liberty. Black can capture these stones with ❶.

Solution
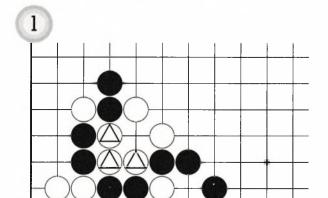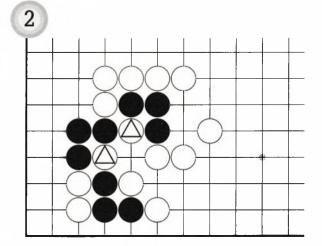
Captured stones are removed from the board. Look for your opponent's stones in atari and capture them.

3 Capturing 3

Spatial Sense

Capture the △ stones.

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3 Capturing 3

Spatial Sense

Capture the △ stones.

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Capturing 3

Spatial Sense

Look for white stones in atari and capture them.

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3 Saving 3

Situation
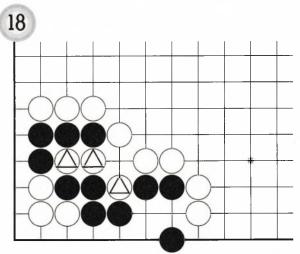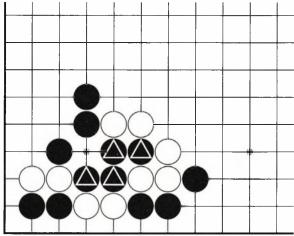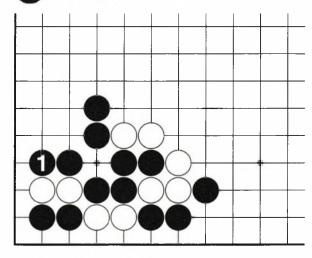
How can Black save the ▲ stones which are in atari?
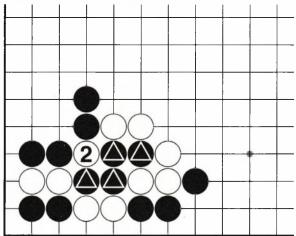
Failure 1

Oh no! It's not wise to play atari, when your stones are in danger.
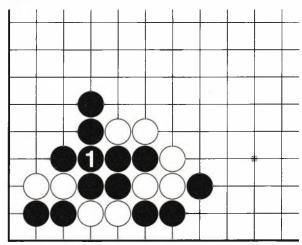
Failure 2

This way, all the ▲ stones are captured.

Success
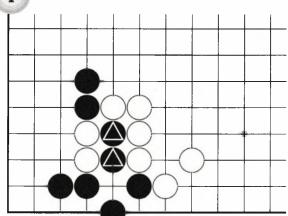
Black should save his stones in atari by connecting with ❶. Look for your stones in atari and save them.

Saving 3

Spatial Sense

Save the ▲ stones.

1

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6

Save the ▲ stones.

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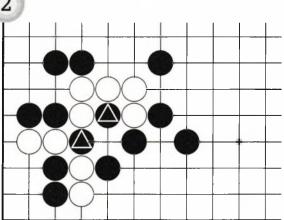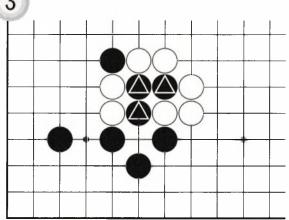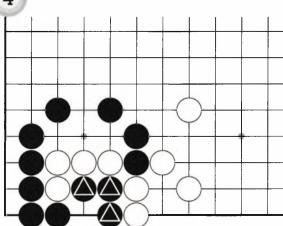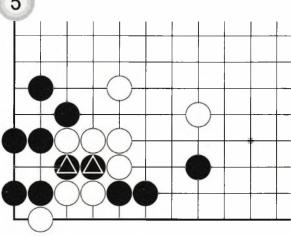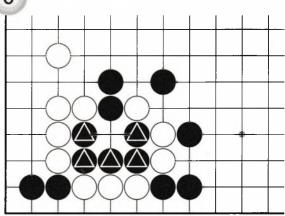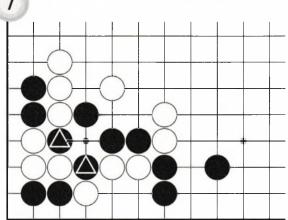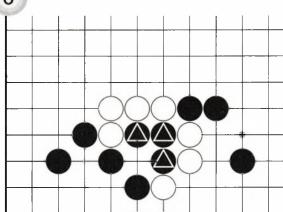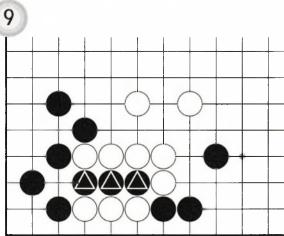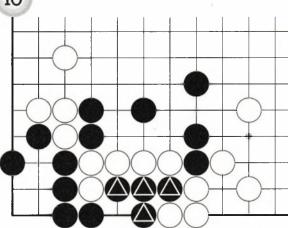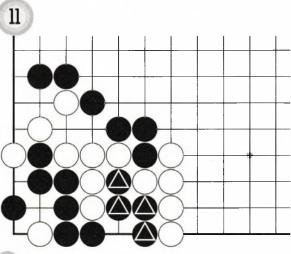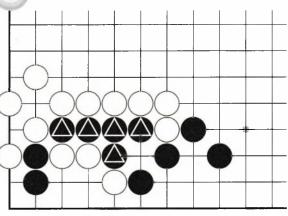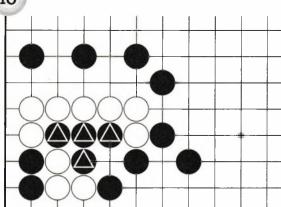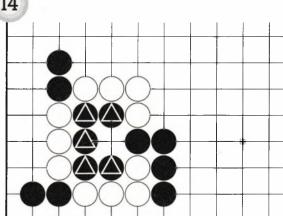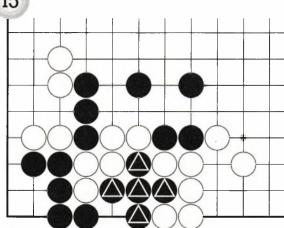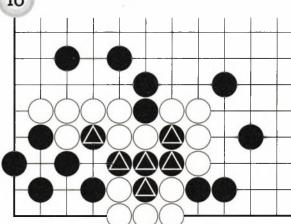
Look for black stones that are in atari and save them.

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4　Both Sides in Atari
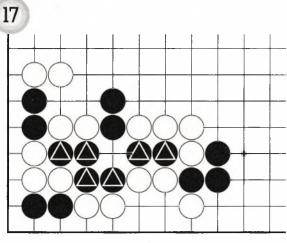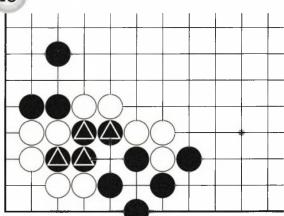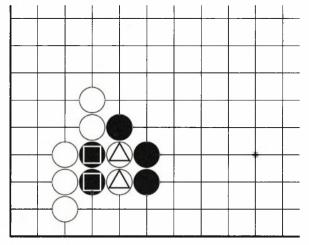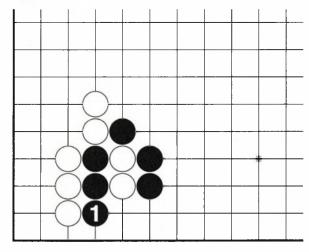
Situation

Both the ■ and △ stones are in atari. Where should Black play?
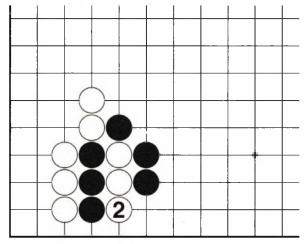
Failure 1

Don't try to save your stones like this!
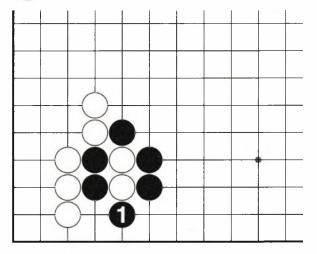
Failure 2

This way, White will capture Black's stones with ②.
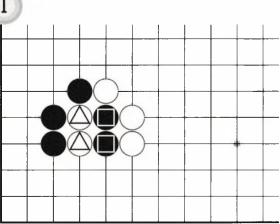
Success
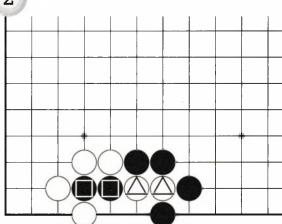
That's why Black should capture immediately with ❶. When both sides are in atari, capture at once.
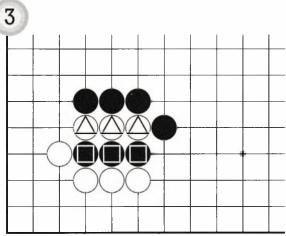
4 Both Sides in Atari

Save the ■ stones by capturing the △ stones.

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4   **Both Sides in Atari**

Save the ◼ stones by capturing the △ stones.

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4 Both Sides in Atari
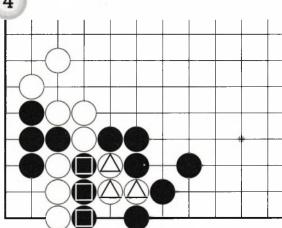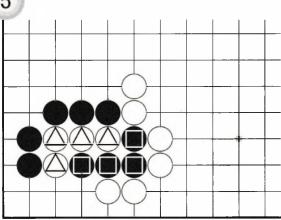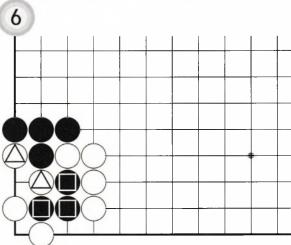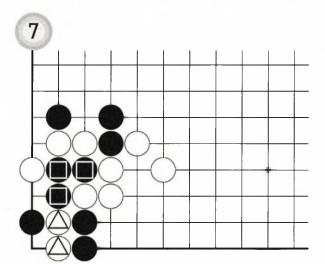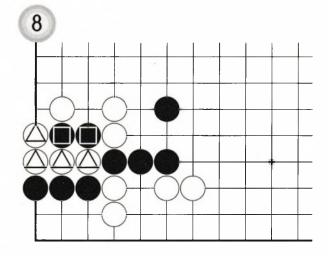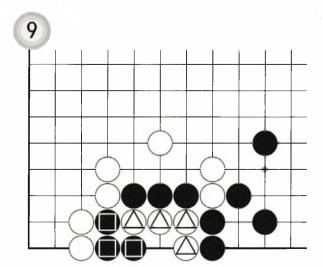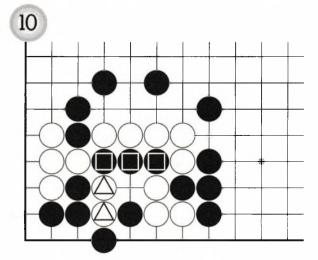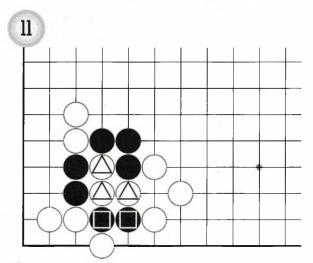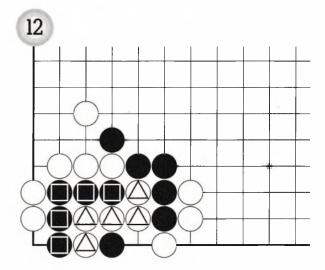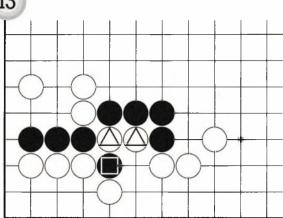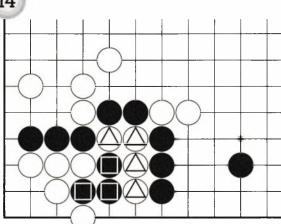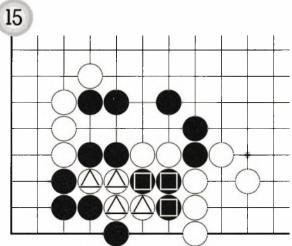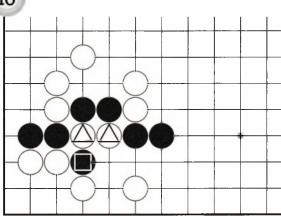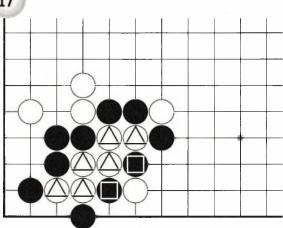
Save black stones in atari by capturing white stones.

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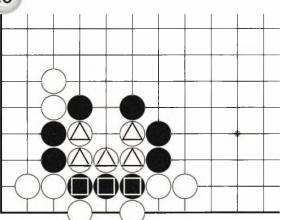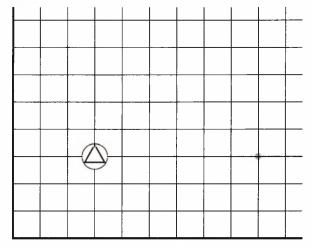
5   Blocking the Liberties
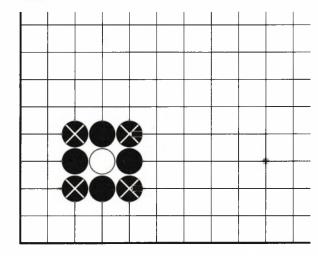
Situation

Black to block all of White's liberties.
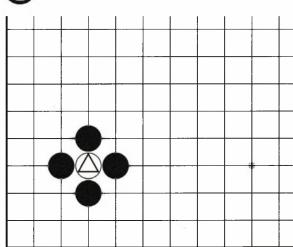
Failure

The marked points are not liberties, so blocking them is useless because it's inefficient.

Success

Very good! Black should only block the liberties.

[Quiz]

Rabbit: Try to capture me!
  Seba: I should block the liberties.
         How can I do this? (   )
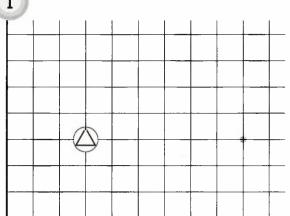
1. You need to block only his escape routes.
2. Block the liberties and other places around as well.
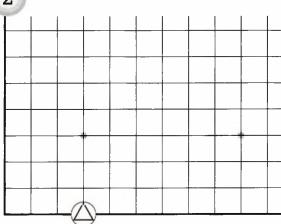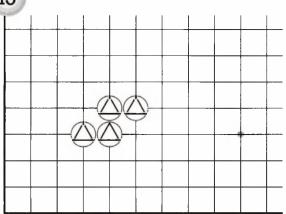
Block only the liberties when capturing stones.
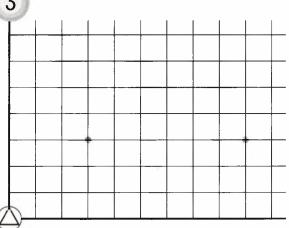
Block the liberties of the △ stones.
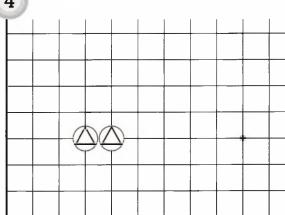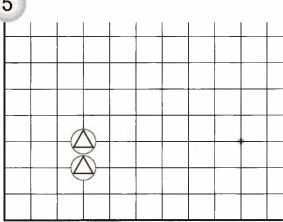
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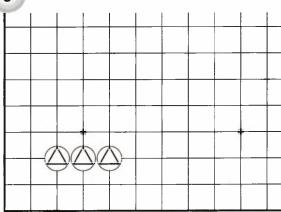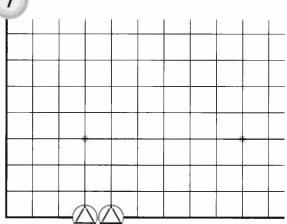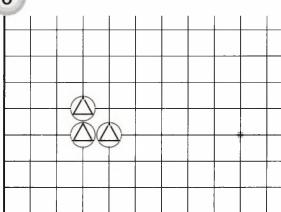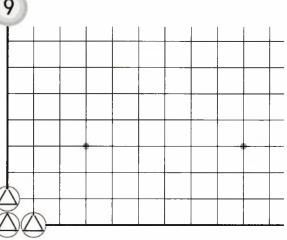
Block the liberties of the △ stones.

Block the liberties of the white stones.
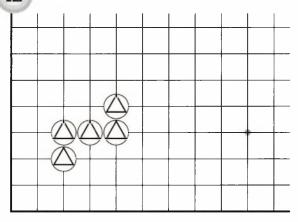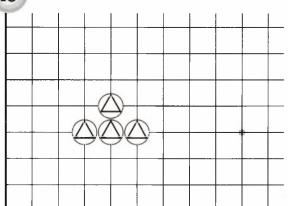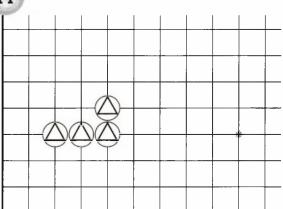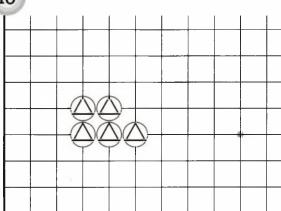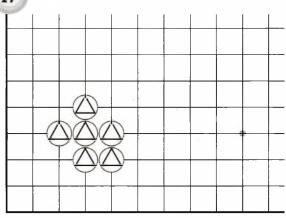
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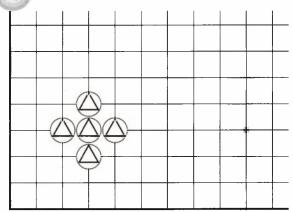
Playing Baduk During Surgery

Once upon a time, there was a famous general living in ancient China. His name was Guan Yu* and he fought and won many battles. His soldiers respected him like a great hero.

One day he was hurt by a poisoned arrow.
Although it was a serious wound, Guan Yu claimed that it was not painful.

The best doctor at that time, Hua Tuo, visited Guan Yu to help him. He checked the wound and decided to perform surgery to remove the poison. Before starting the surgery, the doctor advised him to take anesthesia to reduce the pain and fix the arm in a ring to avoid any movement during the surgery.

Guan Yu said,
"How annoying! Just do the surgery and I'm going to play a game of Baduk during that time."

During the surgery everybody around was scared, but Guan Yu just enjoyed the game as if he didn't feel any pain.

After the surgery the doctor said,
"Wow, you are so brave! You must have suffered a great deal. How did you endure the pain?"

Guan Yu answered,
"Thanks to your great skill! Actually I forgot about the surgery because this game was too exciting."

Quiz

How has General Guan Yu managed to endure the painful surgery? (   )

1. He enjoyed playing an interesting computer game.
2. He was concentrating on playing Baduk.

*) Guan Yu was a very famous general during the late Eastern Han Dynasty and Three Kingdoms era of China about 2200 years ago.

6 Baduk Board Terms

Corner — **Side** — **Corner**

Side — **Center** — **Side**

Corner — **Side** — **Corner**

The Baduk board is composed of 19 vertical and 19 horizontal lines and their 361 intersections.
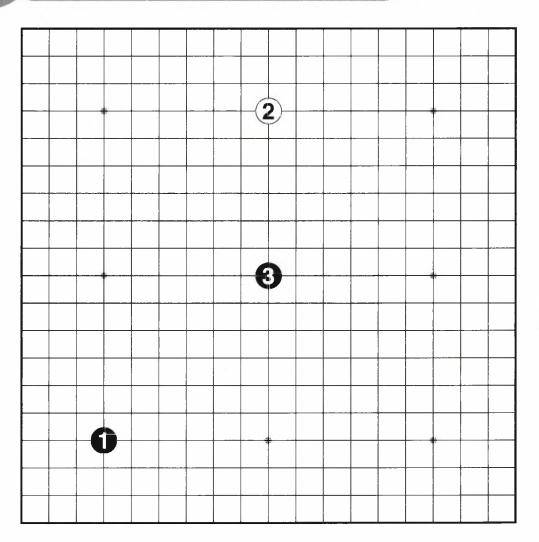
It can be divided roughly into the following parts:
- **corner**,
- **side** and
- **center**.

19 vertical × 19 horizontal lines = 361 points.

1 In which areas are the three stones placed?
Connect the number of the stones to the proper term.

❶ ·   · Corner (Easiest to make points)

② ·   · Center (Hardest to make points)
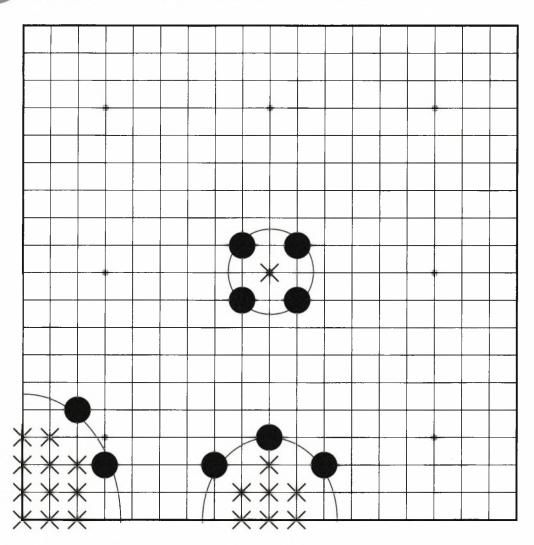
❸ ·   · Side (Average for making points)

Where is it best to make territory?

Black used

2 stones in the **corner** to make about 11 points,

3 stones at the **side** to make about 7 points and

4 stones in the **center** to make about 1 point!

It's powerful but too slow to play early in the center. Therefore, you should play first in the **corner** to make territory easily.
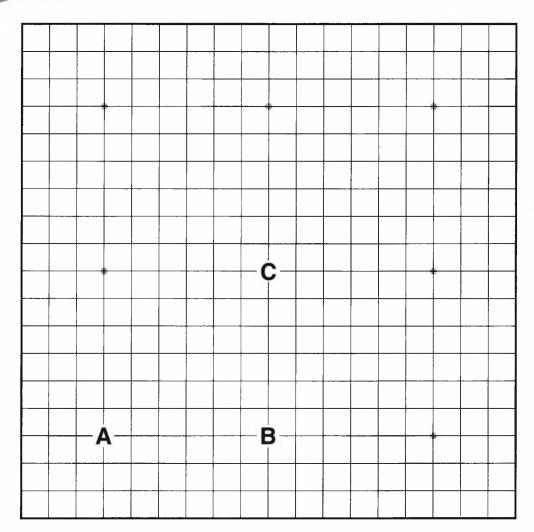
Corner ➡ **Side** ➡ **Center**

First play in the corners, then on the sides, and later in the center.

6 **Baduk Playing Order**
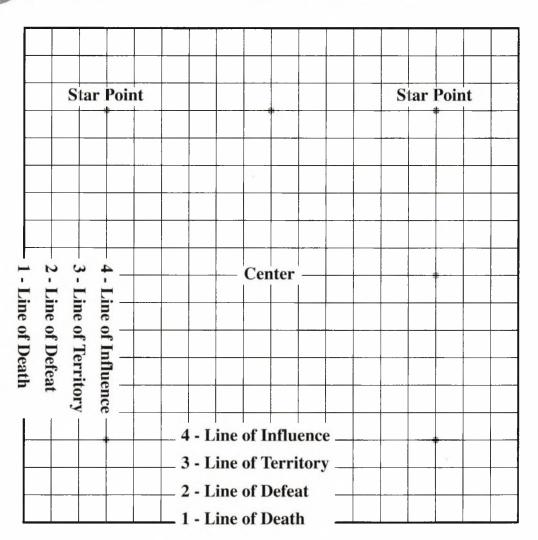
2 **Mark the place where you can make territory most easily.**

A (   )

B (   )

C (   )

6 — Names of Lines

Star Point   Star Point

1 - Line of Death
2 - Line of Defeat
3 - Line of Territory
4 - Line of Influence

Center

4 - Line of Influence
3 - Line of Territory
2 - Line of Defeat
1 - Line of Death

Bad lines

1st line (line of death): On this line your stones can be captured easily. Don't play on this line in the beginning.

2nd line (line of defeat): It's the line to lose the game. It's difficult to make territory on this line.
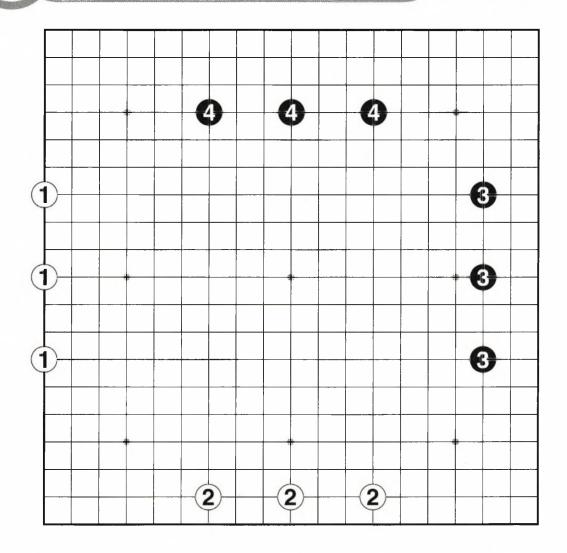
Good lines

3rd line (line of territory): You can make solid territory.

4th line (line of influence): You can make a big framework.

6 Names of Lines

3 On which lines are the stones placed?
Find the name of each line and connect them with the numbers.

① ·   · Line of Territory (For solid territory)

② ·   · Line of Death (Don't play there.)
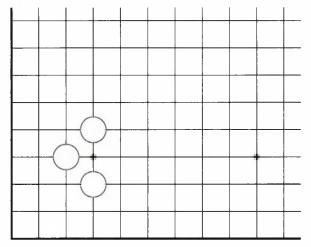
❸ ·   · Line of Influence (For a big framework)

❹ ·   · Line of Defeat (Line to lose the game)

7 Tiger's Mouth
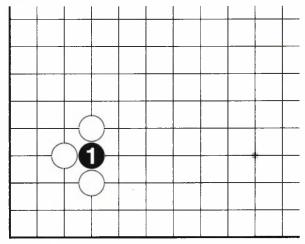
Situation

This shape is called the "tiger's mouth."
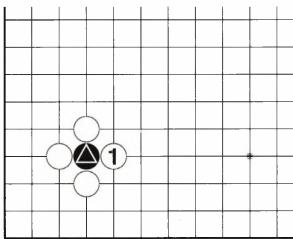
Diagram 1

How should White play when Black tries to enter the tiger's mouth?

Diagram 2

The black stone can be captured immediately. Entering the tiger's mouth isn't a good idea, is it?

[Quiz]

Kiring: Wow! The tiger's mouth is great!

Topia: Is it? Shall we try to enter the tiger's mouth? (   )

1. Sure, why not? Try to enter it.
2. No! Entering the tiger's mouth is dangerous!
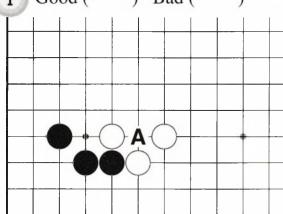
Don't enter the tiger's mouth if there's no friendly stone nearby.
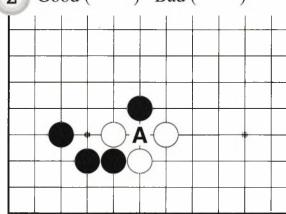
Tiger's Mouth
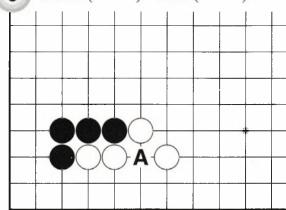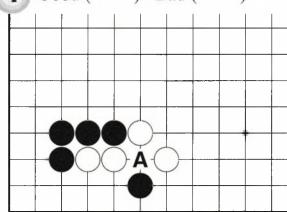
Is it good or bad for Black to play at A?

1 Good (   ) Bad (   )

2 Good (   ) Bad (   )

3 Good (   ) Bad (   )

4 Good (   ) Bad (   )

5 Good (   ) Bad (   )

6 Good (   ) Bad (   )
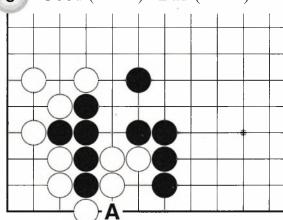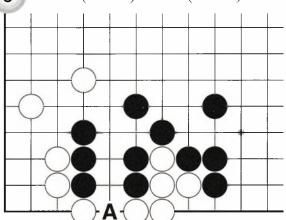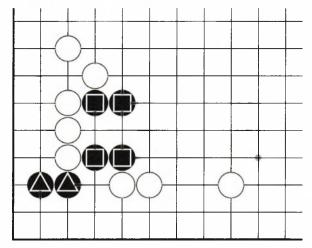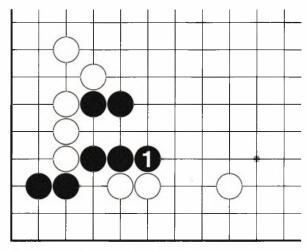
Situation

Black to connect the ▲ and ■ stones.
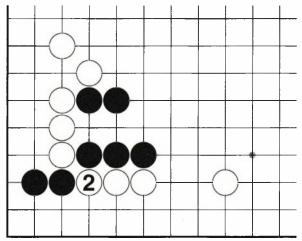
Failure 1

Oops, this isn't the right move.
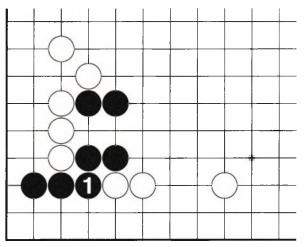
Failure 2

When White cuts with ②, Black is in trouble.

Success
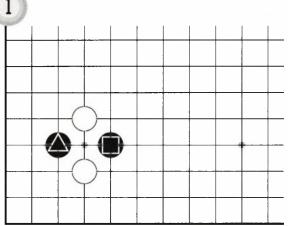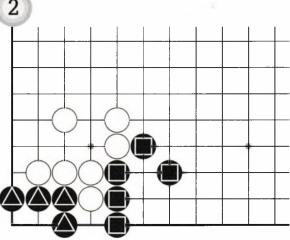
There's a cutting point, so Black has to connect there with ❶. Watch out for cutting points and connect your stones.

Connect the ■ and ▲ stones.

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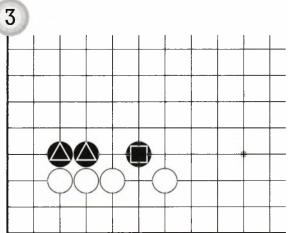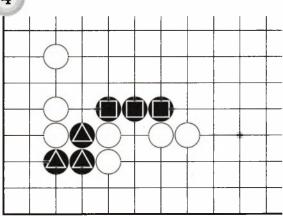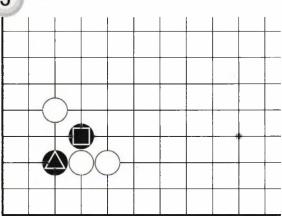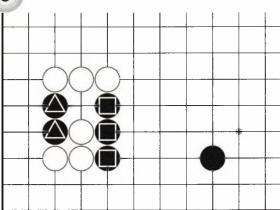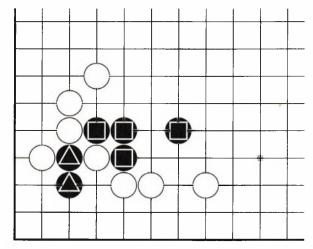
Connect by Capturing
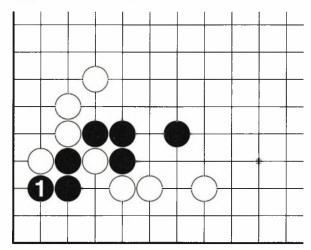
Situation

How can Black connect the ⚫▲ and ⬛ stones?
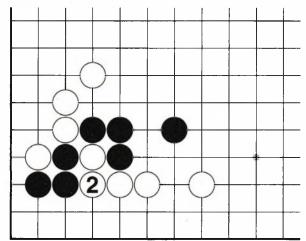
Failure 1

Oh no, that's not the way to connect the black stones.

Failure 2
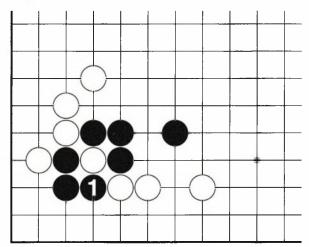
When White connects with ②, the black stones are cut.

Success
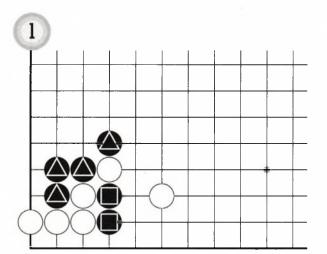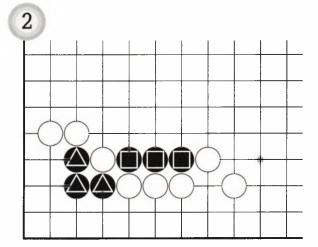
Excellent! Black found the cutting stone and captured it. This way, Black connected all of his stones. Connect your stones by capturing the cutting stone.
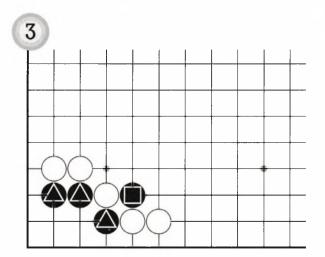
7 Connect by Capturing

Spatial Sense
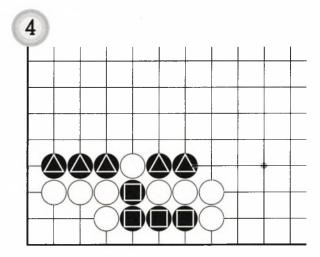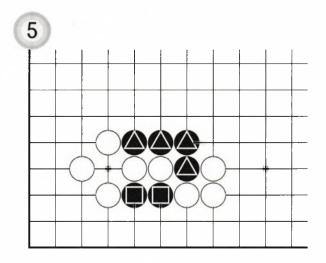
Connect the ■ and ▲ stones by capturing the cutting stone.

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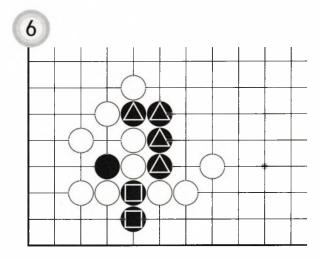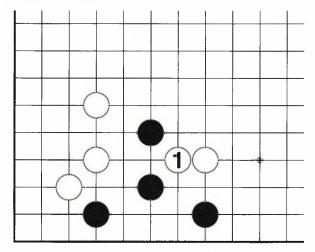
7 Connect When Peeped
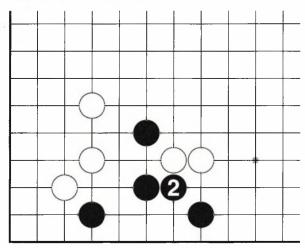
Situation

White peeps at ① to cut Black. How should Black answer?
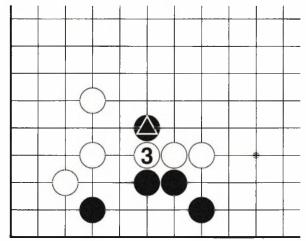
Failure 1

Unfortunately, this isn't the correct move.
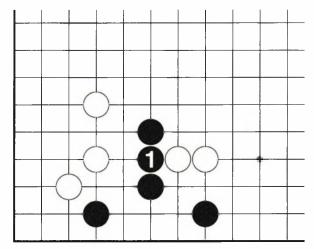
Failure 2

If White cuts at ③, Black will be in trouble because the marked stone is disconnected and isolated.

Success
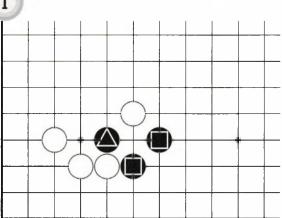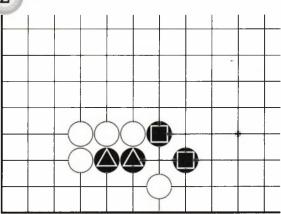
Good! Connect your stones when your opponent peeps.

7 Connect When Peeped

Spatial Sense

Connect the ■ and ▲ stones.

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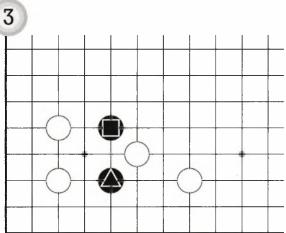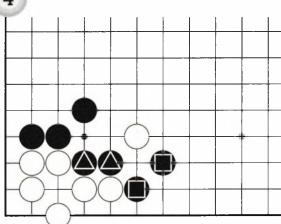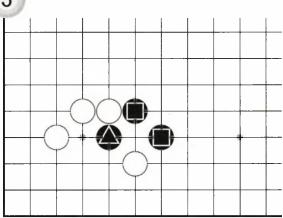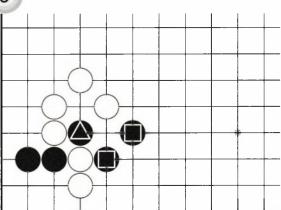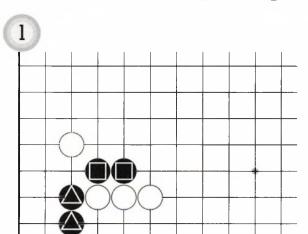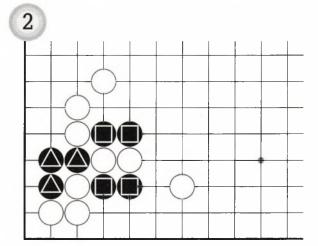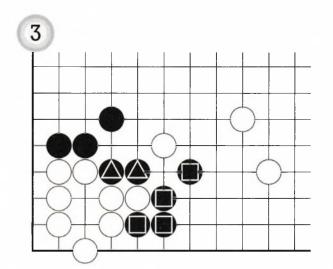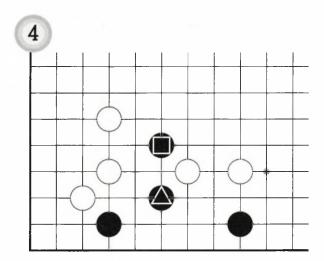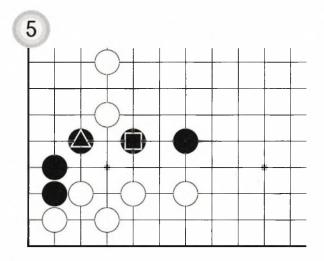
Connect the ■ and ▲ stones by choosing the right technique.

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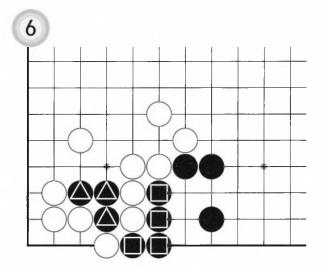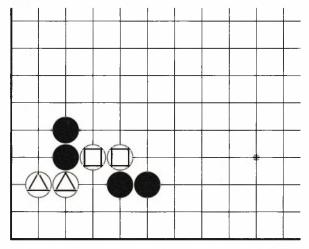
8 Direct Cut
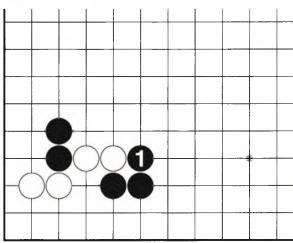
Situation

How can Black cut the ⬠ and ▢ stones?
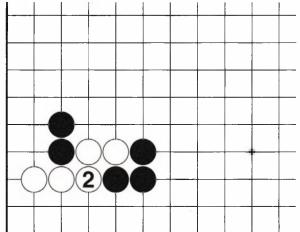
Failure 1

Black has to cut, playing at other points, such as ❶, fails.

Failure 2
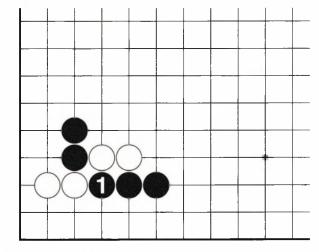
When White connects at ②, Black can't cut anymore and fails.

Success
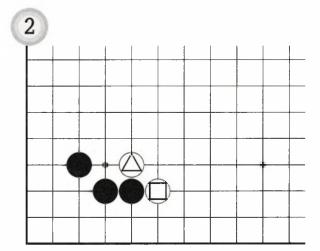
Fantastic! Black cuts with ❶ at the point where White aimed to connect.

Direct Cut
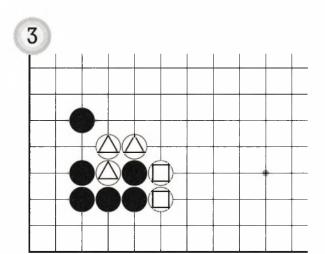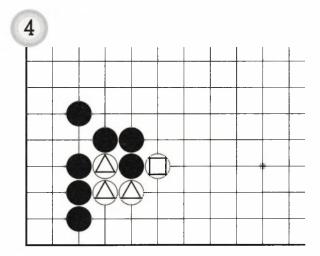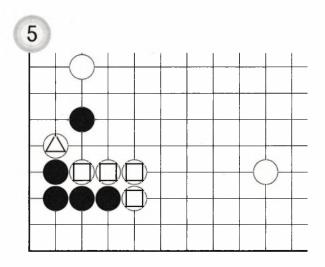
Cut the △ and ▢ stones directly.

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8 Cutting Straight Through

👀 Situation
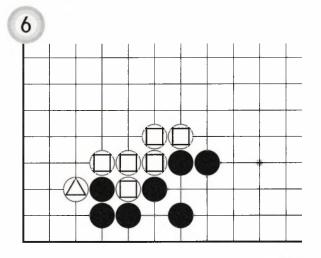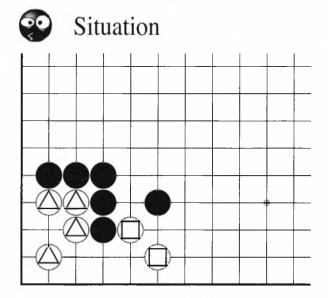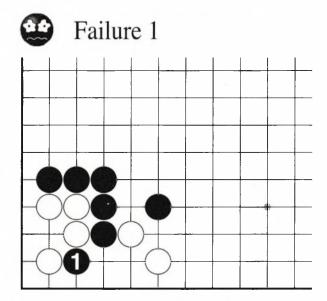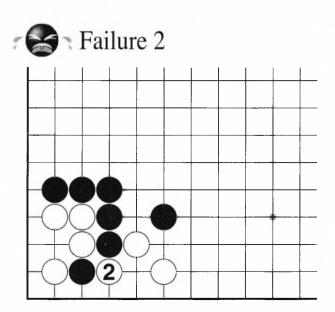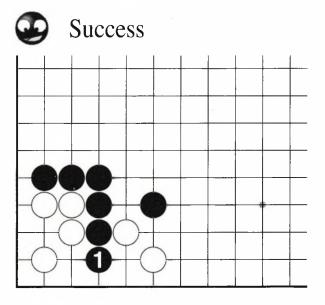
Try to cut the ⊘ and ▢ stones.

😵 Failure 1

Oh, what's that? Does this move work?

😣 Failure 2

By playing at ②, White connects and the black stone is lost.

😃 Success
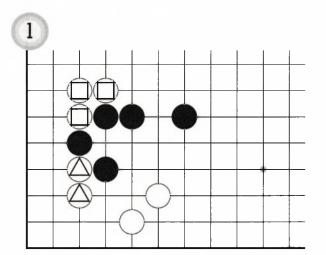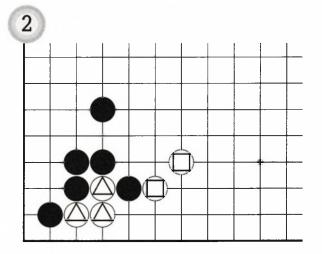
Cutting straight through with ❶ is correct. This way, Black is solid and White's group is cut in two.

8 Cutting Straight Through

Spatial Sense

Cut the △ and ▢ stones.

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8 Cut next to the Peep

Situation
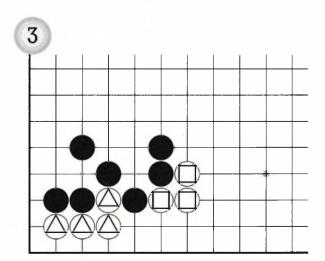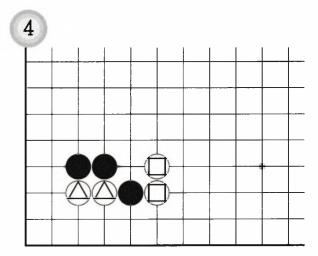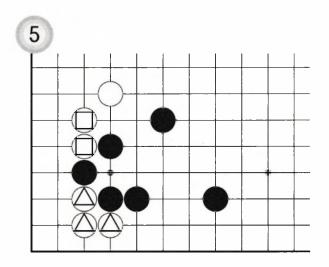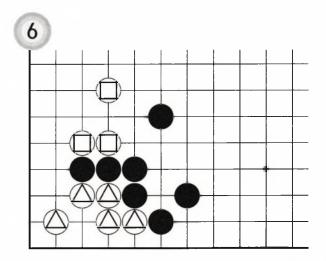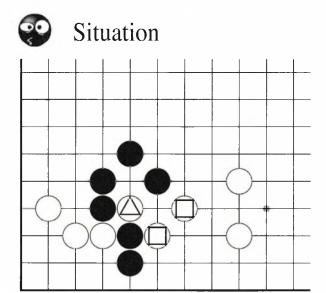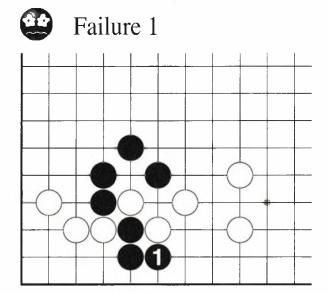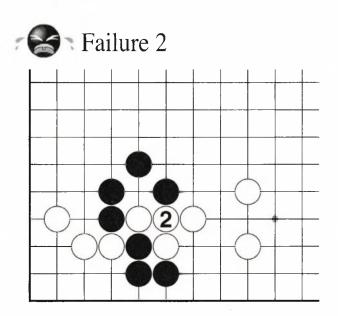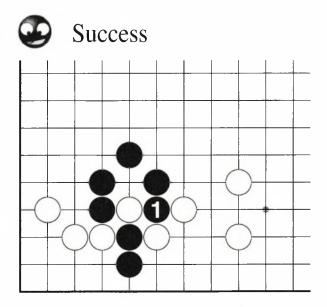
Black to cut the ⬆ and ⬜ stones.
Where should he play?

Failure 1

This isn't the right move because it
allows White to connect.

Failure 2

White will connect happily at ②.

Success
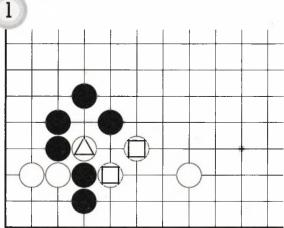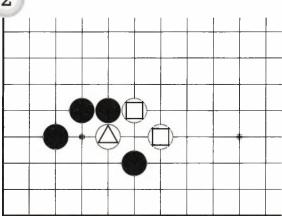
Black should cut next to the peep.
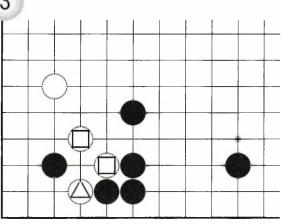
8 Cut next to the Peep

Cut the ⬭ and ⬜ stones.

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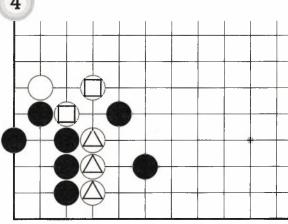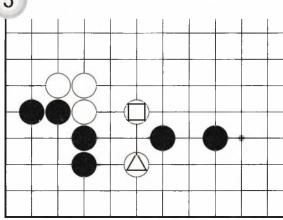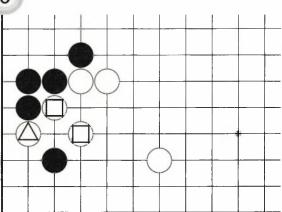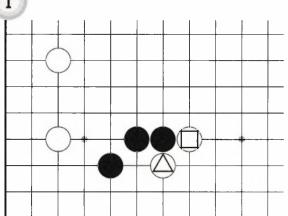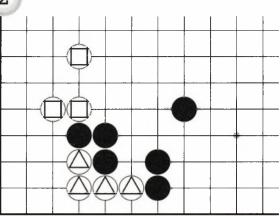
Cut (Review)
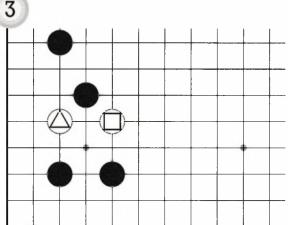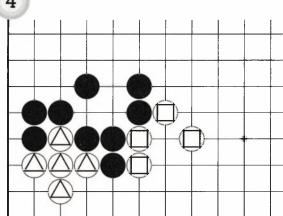
Black to cut White. In each problem, choose between the three cutting techniques you've studied so far.

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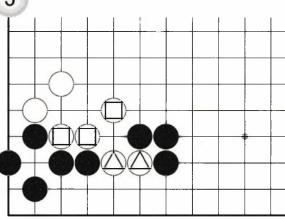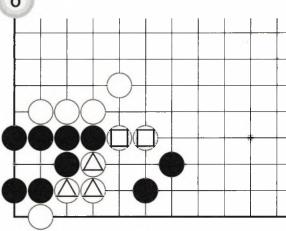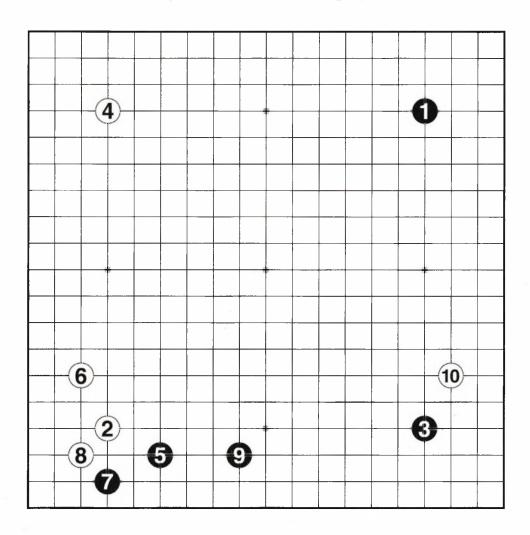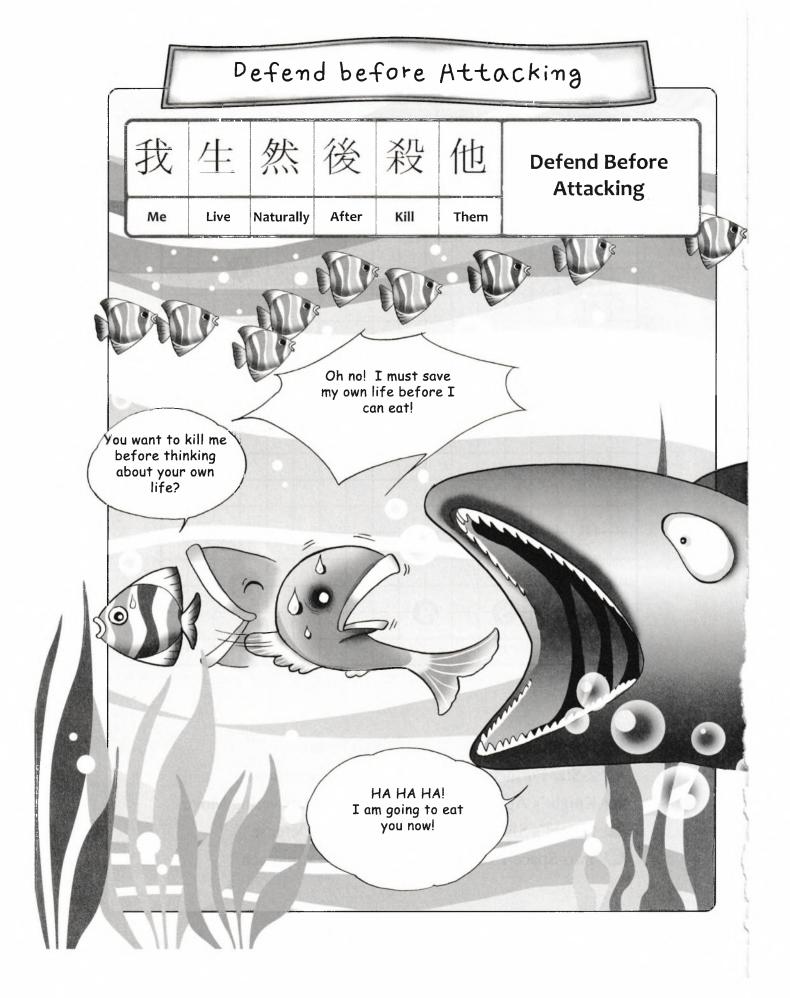
Opening 1

Let's study a professional opening. First put the stones on the board while reading the text, and then replay the moves alone.
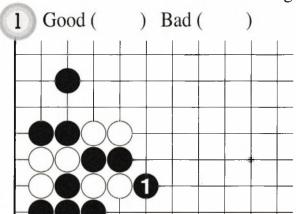
❶ Star Point	② Star Point
❸ 2-Star Formation	④ 2-Star Formation
❺ Knight's Approach	⑧ Knight's Answering Move
❼ Knight's Slide	⑧ Diagonal Defense
❾ Two-Space-Extension	⑩ Knight's Approach

Defend before Attacking

我	生	然	後	殺	他	Defend Before Attacking
Me	Live	Naturally	After	Kill	Them	

Oh no! I must save my own life before I can eat!

You want to kill me before thinking about your own life?

HA HA HA! I am going to eat you now!
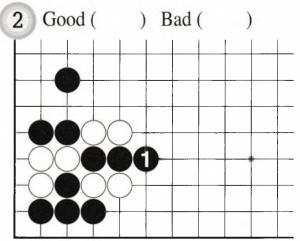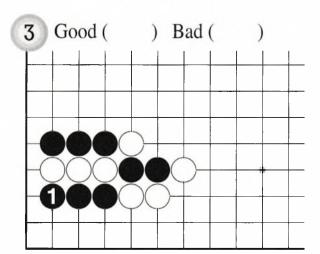
9 Defend Before Attacking
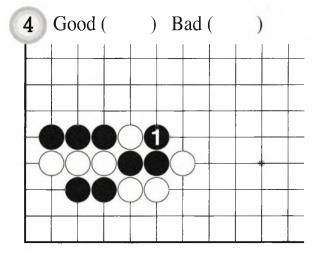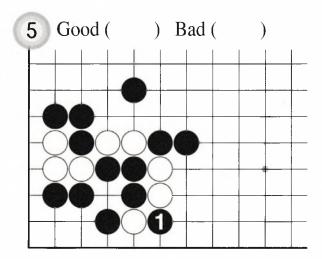
Is ❶ a good or bad move? Watch out for your weaknesses, and defend before attacking.

1 Good (   ) Bad (   )

2 Good (   ) Bad (   )

3 Good (   ) Bad (   )

4 Good (   ) Bad (   )

5 Good (   ) Bad (   )

6 Good (   ) Bad (   )
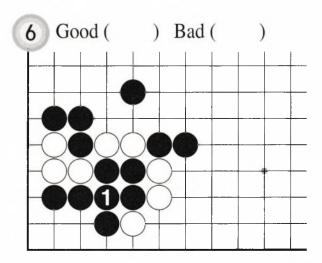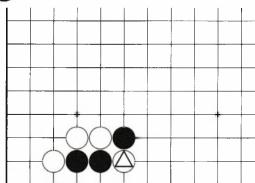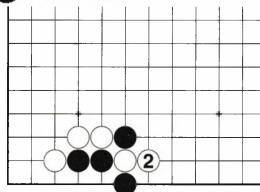
9 Atari Towards the Line of Death

Situation
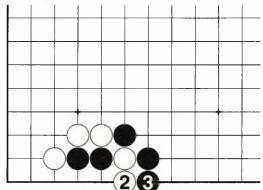
Black to capture the ◬ stone by playing atari. But which atari is the correct one?

Failure 1

If Black plays atari in the wrong direction, he won't be able to capture.

Failure 2
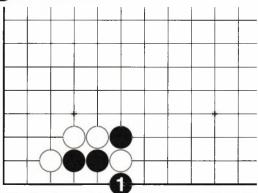
White will extend at ②. Now White has three liberties and is safe - Black fails.

Success 1

Black should play this atari to drive White towards the first line, the line of death.

Success 2
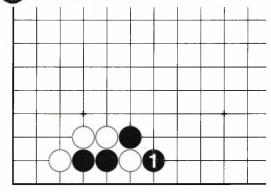
Since White is blocked at the line of death, he can't escape.

[Quiz]

Grandma: That greedy mouse! It ate all
        the rice! Grrr...
Topia: Don't worry, Grandma. (   )

1. We don't need to eat rice.
2. If we drive the mouse towards the edge of the room, the wall, we can catch it.
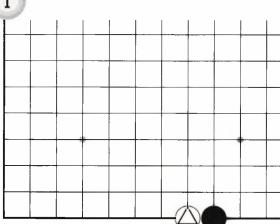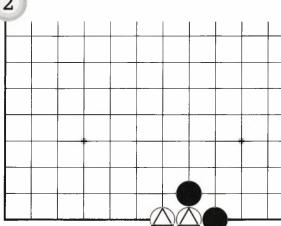
9 Atari Towards the Line of Death
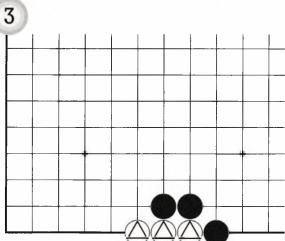
Where should Black atari to capture the △ stones?

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Atari Towards the Line of Death

Thinking
Power

Atari and then capture the △ stones.

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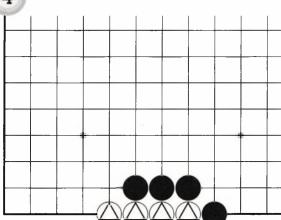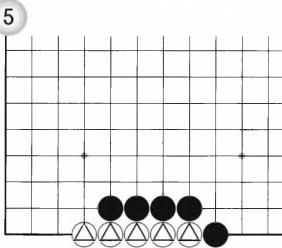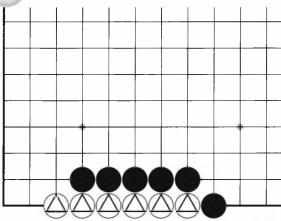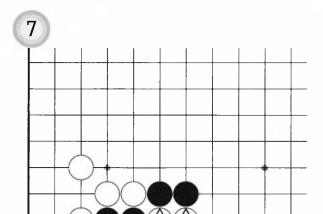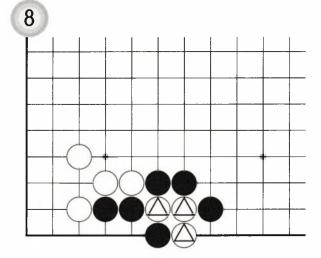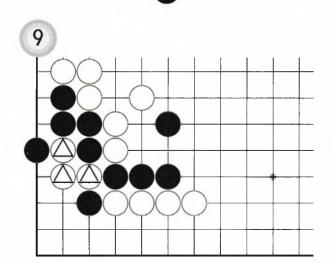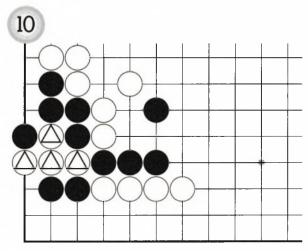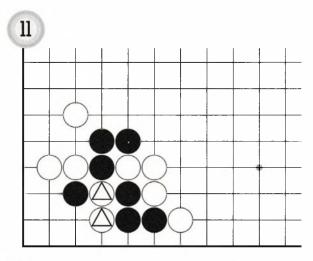
9 Atari Towards the Line of Death

Atari and then capture the △ stones.

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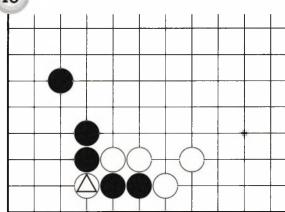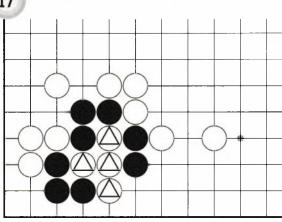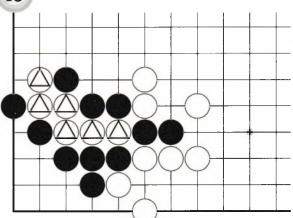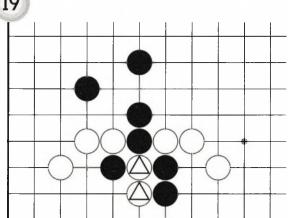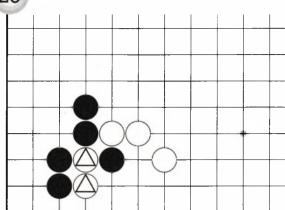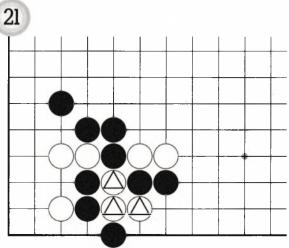
Atari Towards the Line of Death

How can Black capture the △ stones?
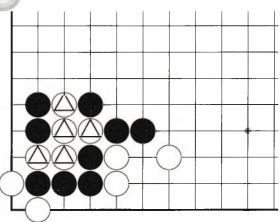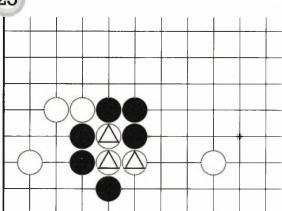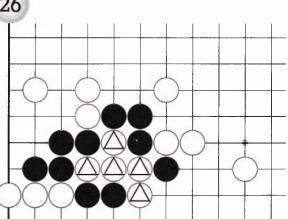
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Capture some white stones.

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👀 Situation
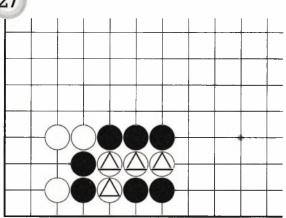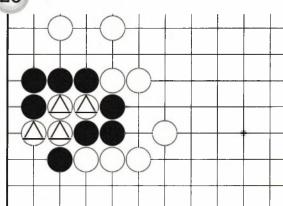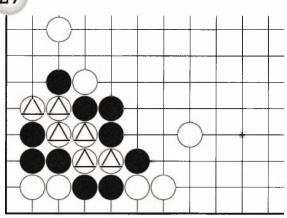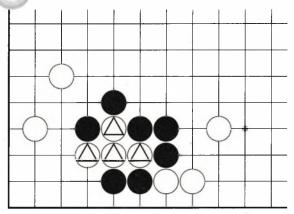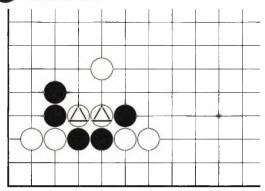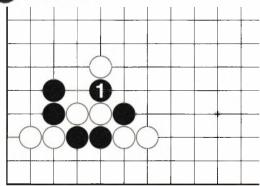
Black to capture the ⬯ stones by playing the right atari.

😀 Success 1
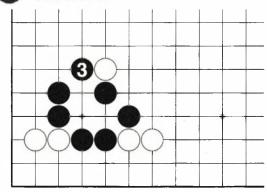
Black should play atari while cutting.

😆 Success 3
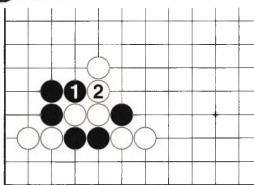
...Black can capture White with ❸.
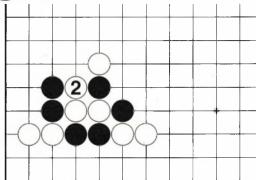
😰 Failure

Black can't capture them like this because White connectes his stones with ②.

😈 Success 2

Even if White tries to escape,...

[Quiz]

Topia: How should I play atari in order to prevent my opponent from connecting?

Seba: (   )

1. Any atari will do.
2. Play atari while cutting.
3. Play atari while eating.
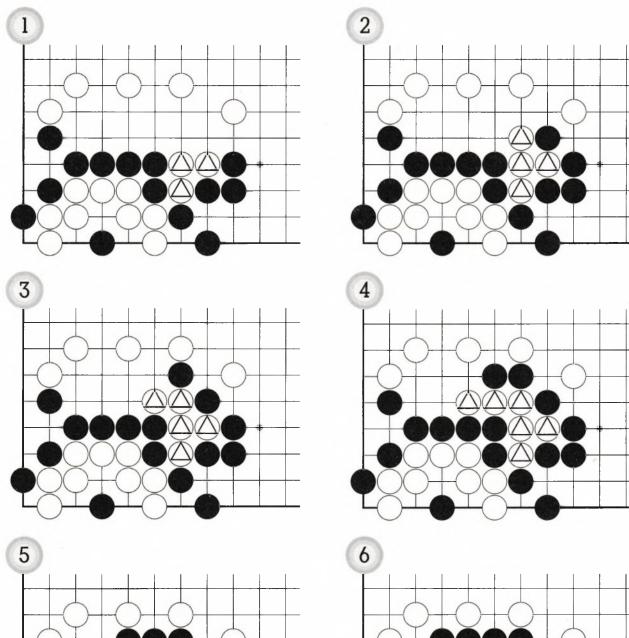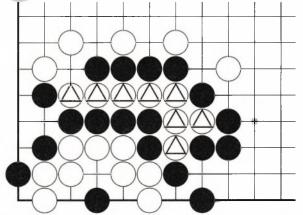
10 Atari While Cutting

Capture the △ stones. Be careful which atari to start with.
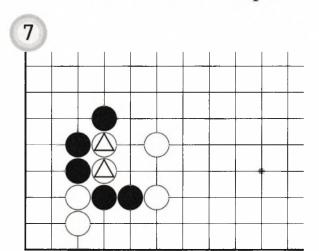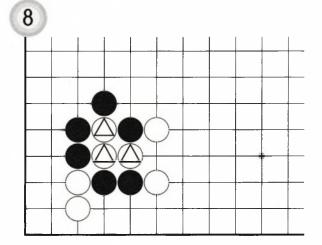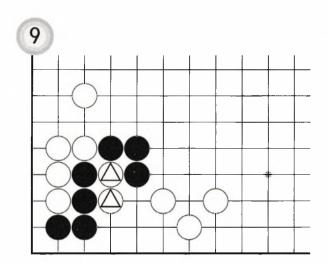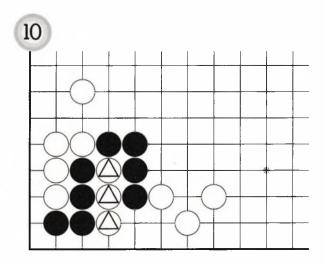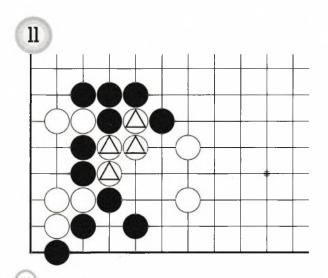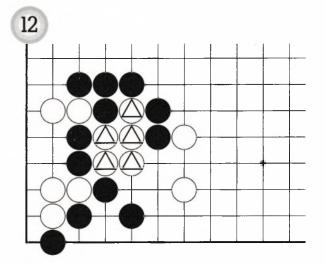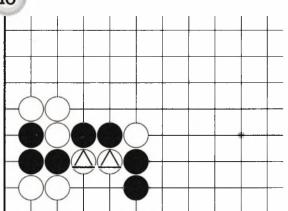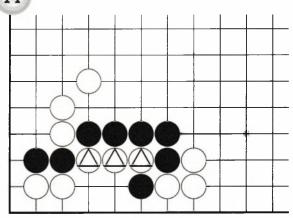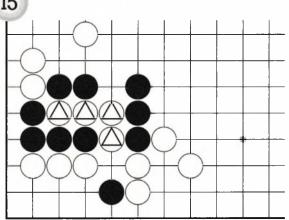
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10 Atari While Cutting

Atari and then capture the △ stones.

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10 Atari While Cutting

Atari and then capture the △ stones.

10 Atari While Cutting

Atari and then capture the △ stones.

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Thinking
Power
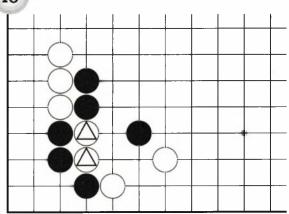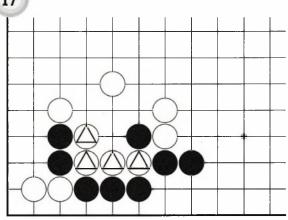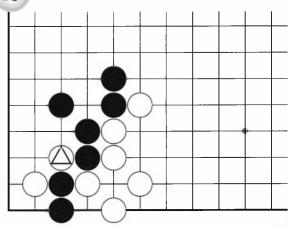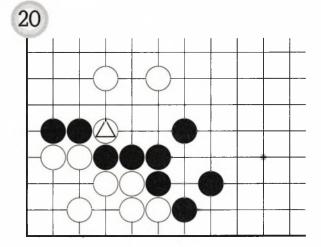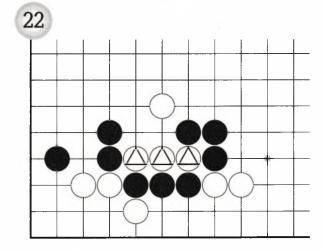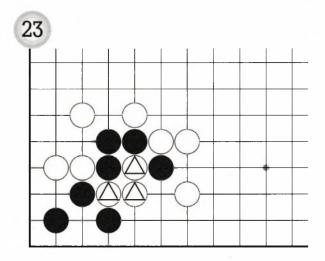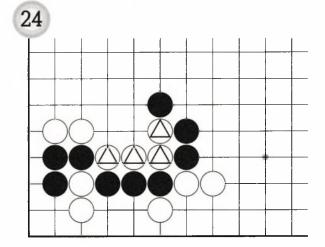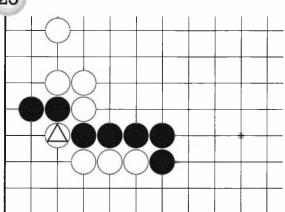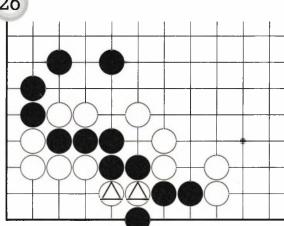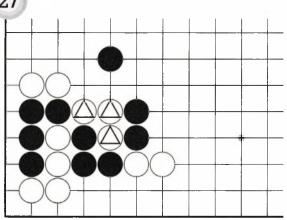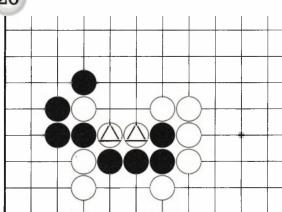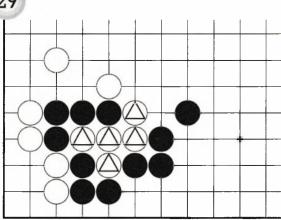
Capture some white stones by playing the correct atari.

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11　Atari Toward Your Stones

Situation
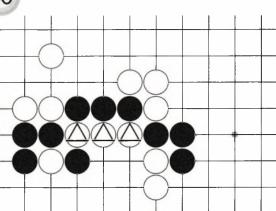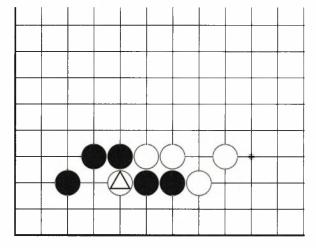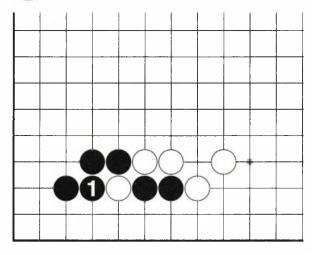
How can Black capture the marked white stone?
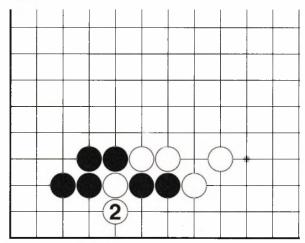
Failure 1

Playing atari without thinking doesn't work.
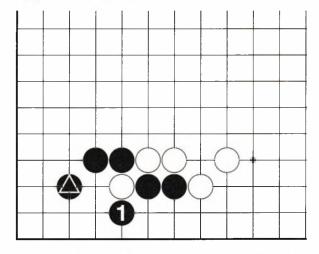
Failure 2

When White increases his liberties, he will not only save his stone but also capture the two black stones.
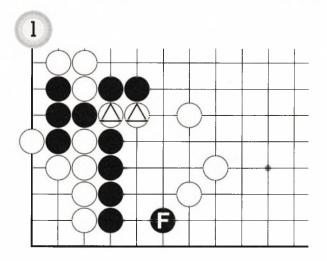
Success
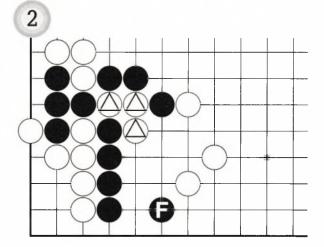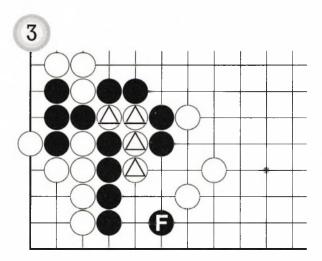
Black should play atari towards his own stone.

11 Atari Toward Your Stones

Thinking Power
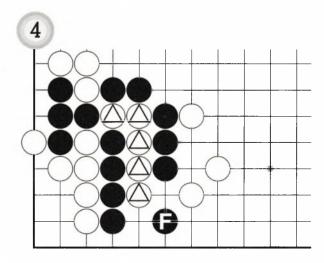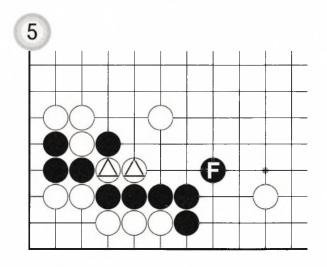
Capture the △ stones by driving them to your friend (F).
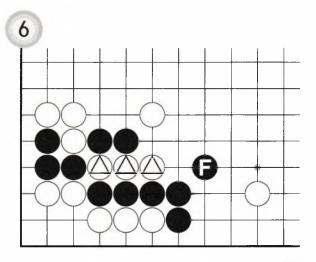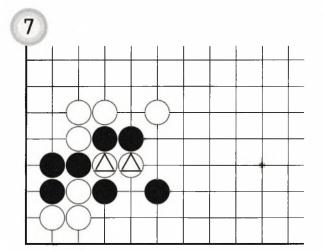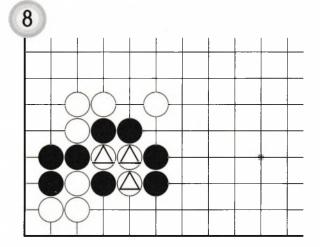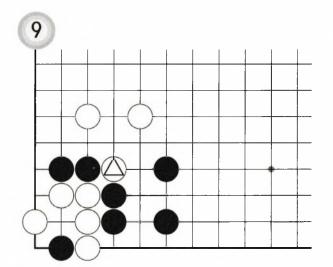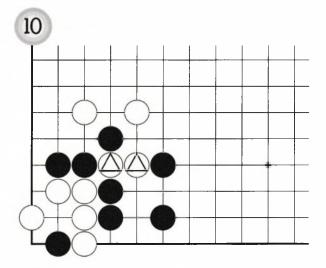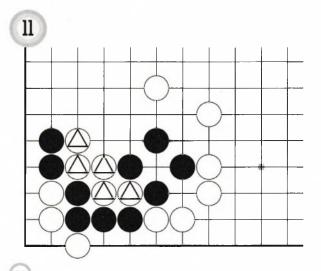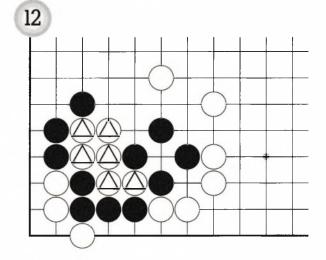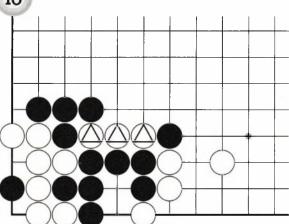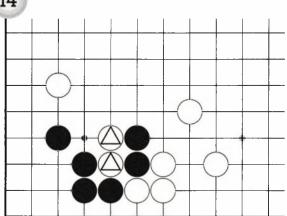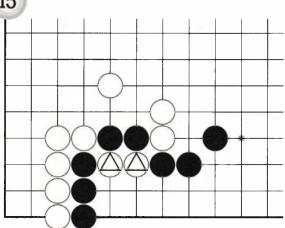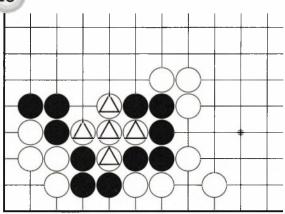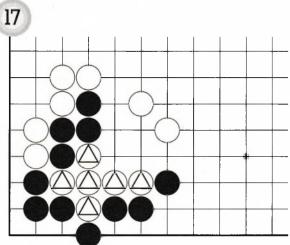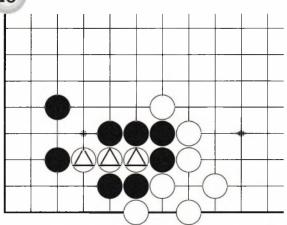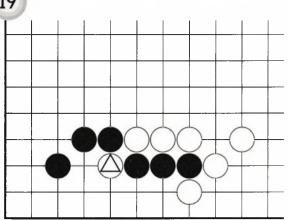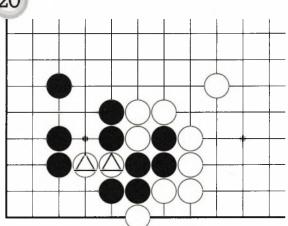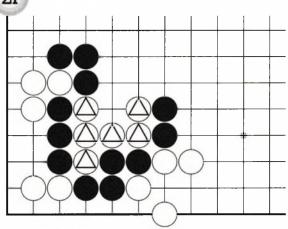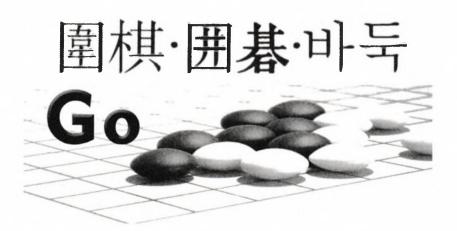
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11 Atari Toward Your Stones

Capture the △ stones.

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Atari Toward Your Stones

Capture the △ stones.

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Capture the △ stones.

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11 **Atari Toward Your Stones**

Thinking
Power

Capture some white stones.

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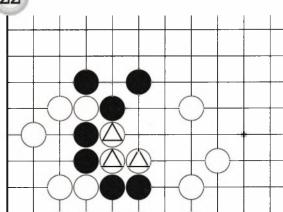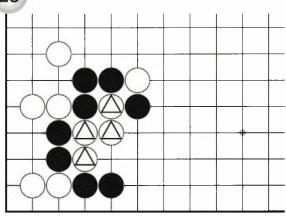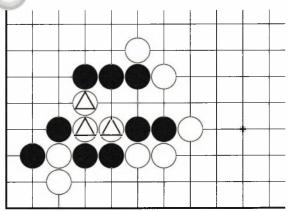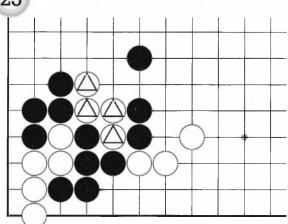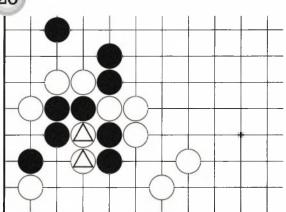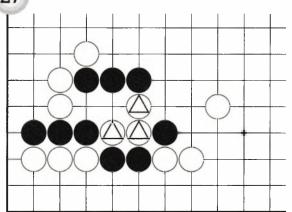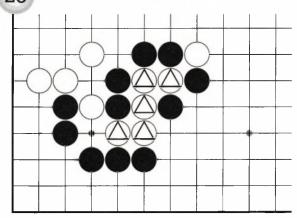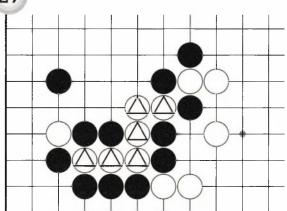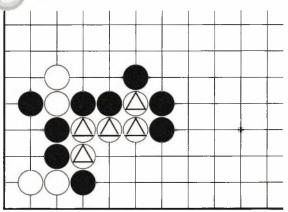
Baduk Around the World

Nowadays, Baduk is being played all over the world. More than 40 million people play it and the number of professional players and fans is still increasing. The overwhelming majority live in East Asia, where Baduk has a long, long history.

Let's see what this fascinating board game is called in various countries:
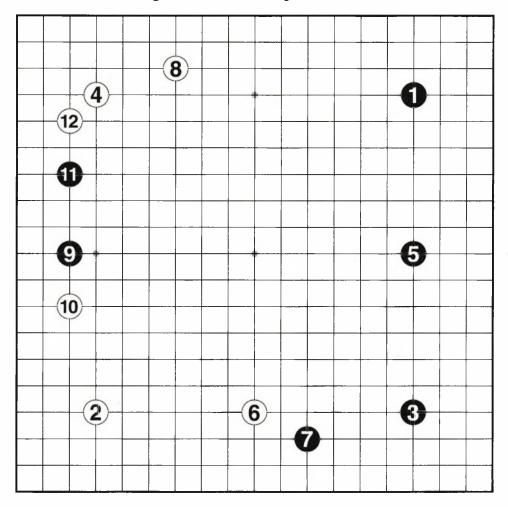
- Weiqi 圍棋 in China and other Chinese-speaking countries
- Igo 圍碁 in Japan
- Baduk 바둑(棋) in Korea
- Go in Western countries

The "Level Up" book series uses mainly English Baduk terms. If a proper English translation could not be found, the Korean or Japanese terms are used. In the beginning of the book, you can find a glossary. Whenever you don't understand the meaning of a Baduk term, please refer to the glossary.

11 Opening 2
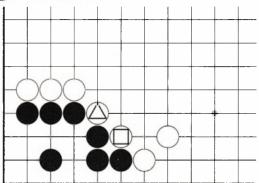
Here is another professional opening. First put the stones on the board while reading the text, then repeat.

❶ Star Point	② Star Point
❸ 2-Star Formation	④ 2-Star Formation
❺ 3-Star Formation	⑥ Extension
❼ Approaching Move	⑧ Large Knight's Enclosure
❾ Dividing Move	⑩ Approaching Move
⓫ 2-Space-Extension	⑫ Diagonal Enclosure

Double Atari

👀 Situation
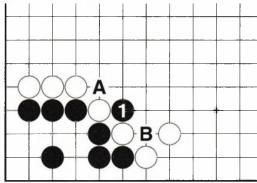
Put the Ⓐ and ▣ stones into double atari.

😀 Success 1
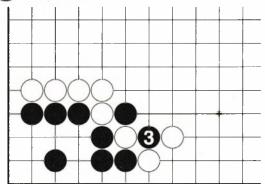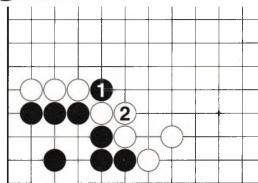
Black should play double atari. He aims to capture at A or B next.

😆 Success 3

... Black can capture the stone on the other side.

😰 Failure
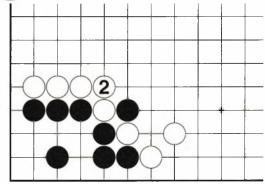
If Black puts only one stone into atari, Black can't capture White.

😄 Success 2

Even if White connects at one side,...

[Quiz]
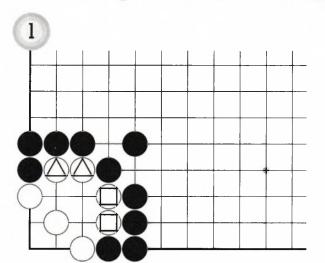
Kiring: How can I put two stones into atari with one move? (   )
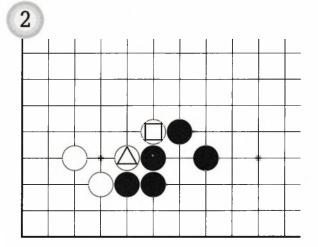
1. double atari
2. any atari
3. twin atari
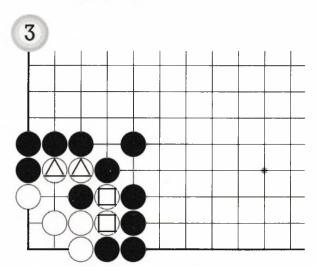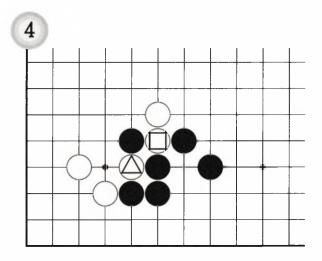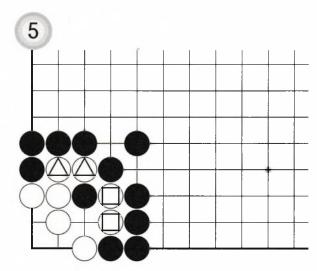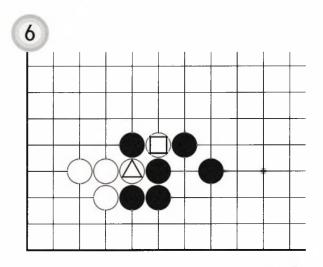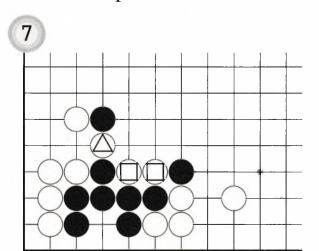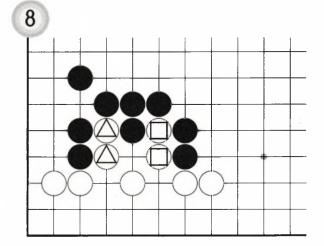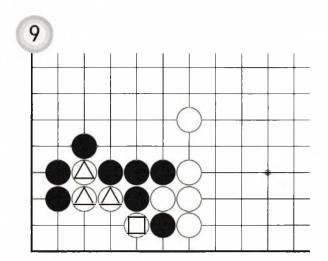
12 Double Atari

Capture the △ or the ▢ stones.

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12 Double Atari

Capture the △ or the ▢ stones.

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12 Double Atari

Capture the △ or the ▢ stones.

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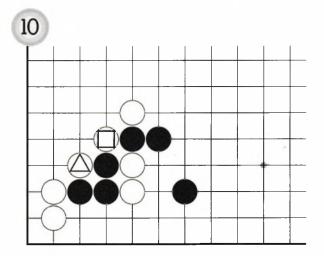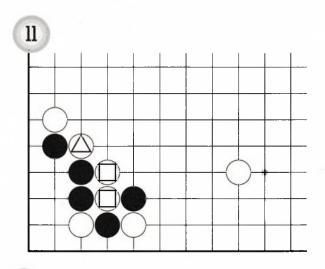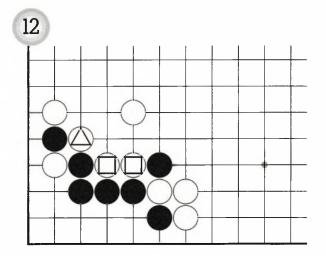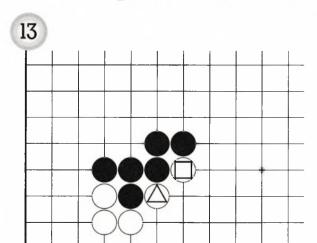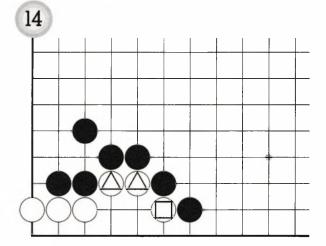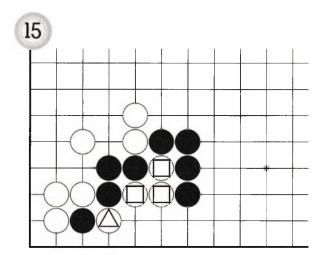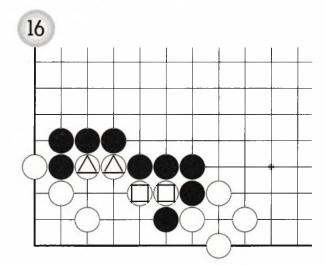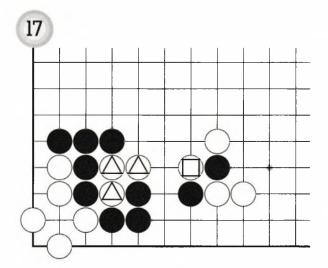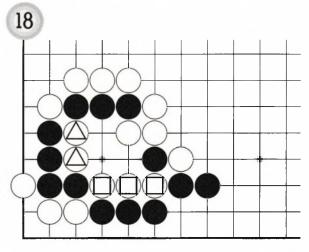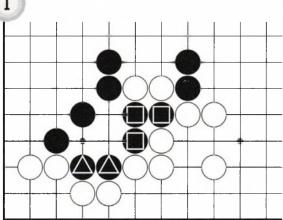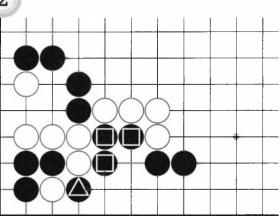
Beware of Double Atari
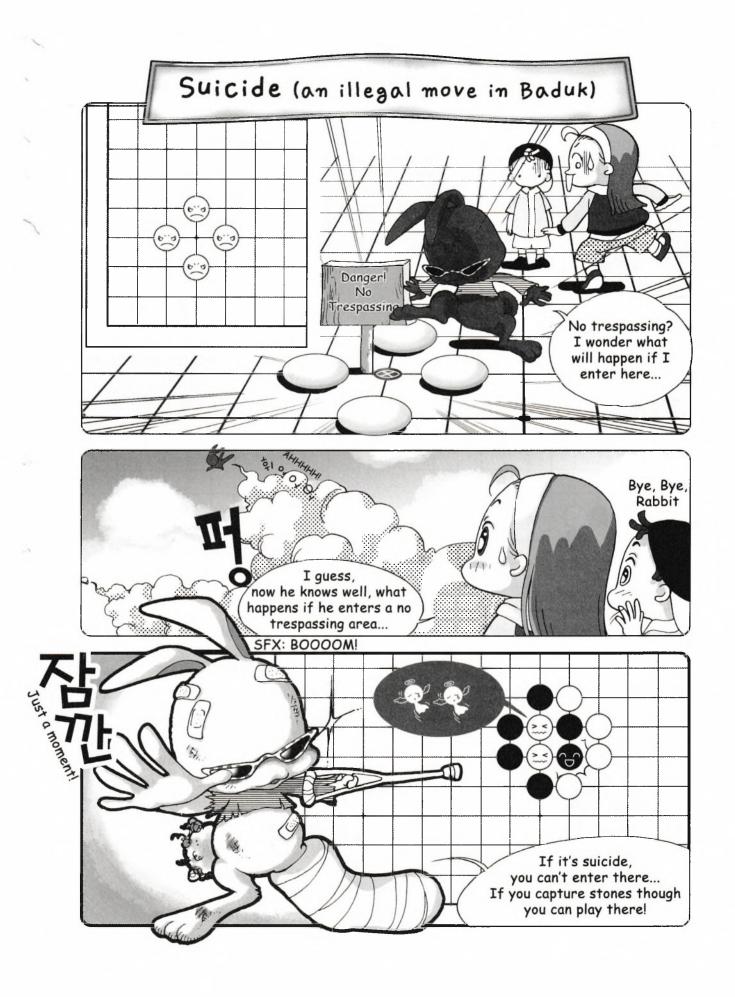
Thinking power
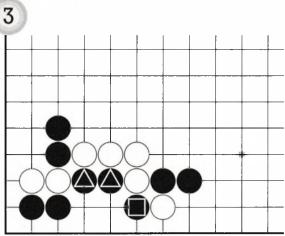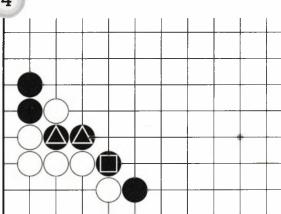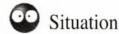
Save the ⬤▲ and the ⬤■ stones.

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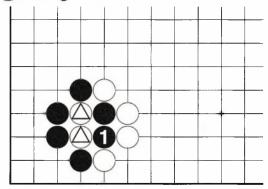

6

Situation
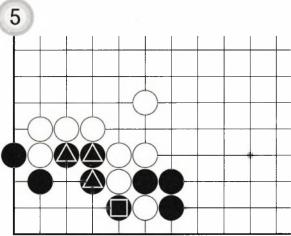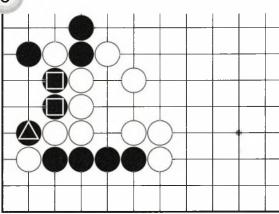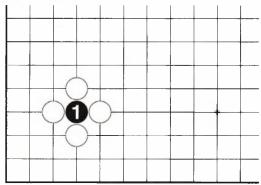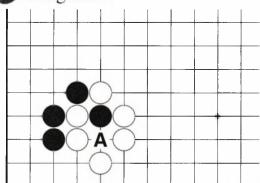
If Black plays here, the stone is captured at once!

Diagram 1

That's why Black can't play at A, it is called "suicide" and is not allowed.

Diagram 2

Can Black play at A here? No, Black can't play here either. Again, it's suicide.

Diagram 3

So, how about a black move at A here?
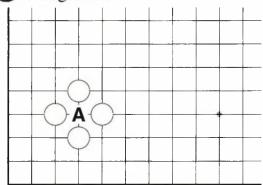
Diagram 4

Black can capture the ⊘ stones and gain more liberties. That means he is allowed to play here.

[Quiz]

Topia: Aah... This is so difficult!
Grandpa: Think simply. "Suicide is not allowed" means... (   )

1. only when capturing stones can you play where your stones don't have liberties.
2. it is absolutely not allowed to play where there are no liberties.
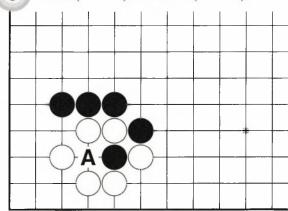
13 **Suicide**

Is Black allowed to play at A?

1 Can ( ) Can't ( )

2 Can ( ) Can't ( )
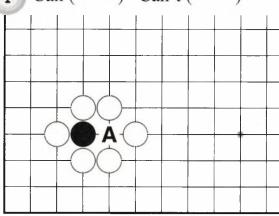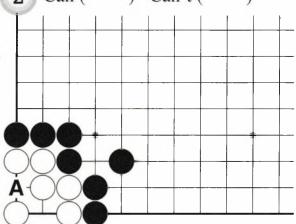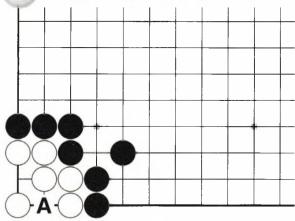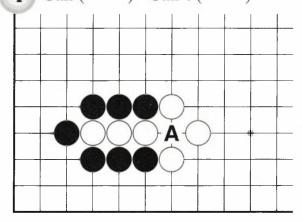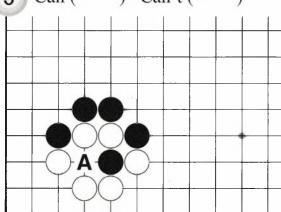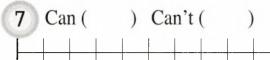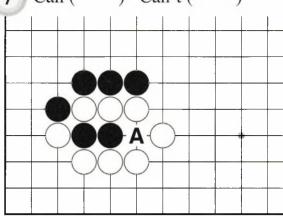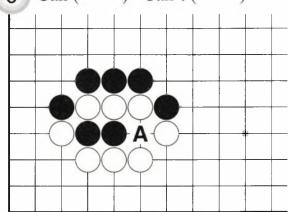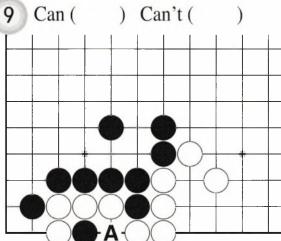
3 Can ( ) Can't ( )

4 Can ( ) Can't ( )

5 Can ( ) Can't ( )

6 Can ( ) Can't ( )

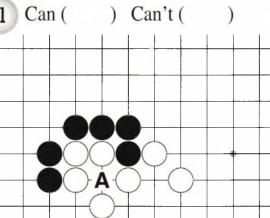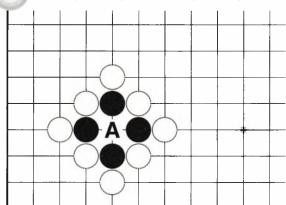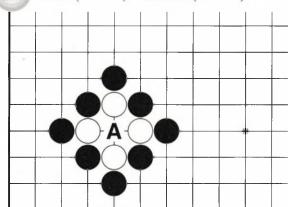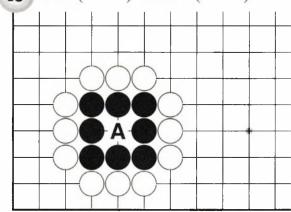# 13 **Suicide**

Judgment

Is Black allowed to play at A?

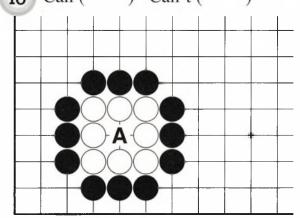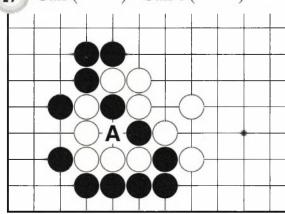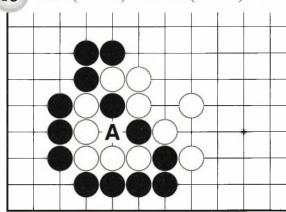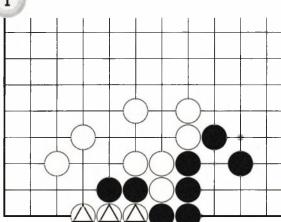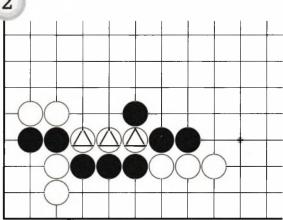**7** Can (　) Can't (　)

8 Can (　) Can't (　)

9 Can (　) Can't (　)

10 Can (　) Can't (　)

11 Can (　) Can't (　)

12 Can (　) Can't (　)

13   **Suicide**

Is Black allowed to play at A?

13   Can (   )   Can't (   )

14   Can (   )   Can't (   )

15   Can (   )   Can't (   )

16   Can (   )   Can't (   )

17   Can (   )   Can't (   )

18   Can (   )   Can't (   )

Atari (Review)

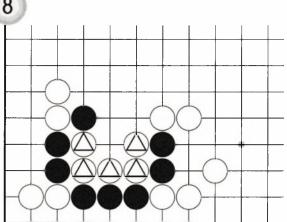Judgment

Capture the △ stones.

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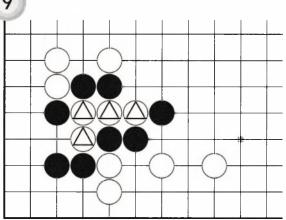# 13 Atari (Review)

Capture the △ stones.

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Capturing Race (手相戰)

手	相	戰	Fight for liberties between Black and White
Hand (Liberty)	Both	Fight	

In a capturing race you should reduce your opponent's liberties first.

Hahaha! Now we have more liberties since we played first!

SFX: DONG!　　　SFX: ah! AH!　　　SFX: Muwahaha!
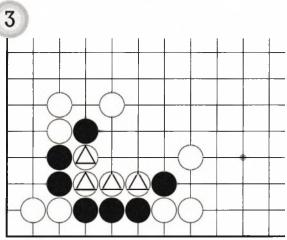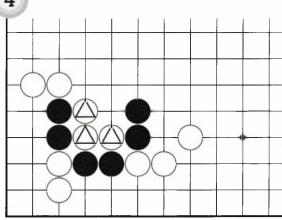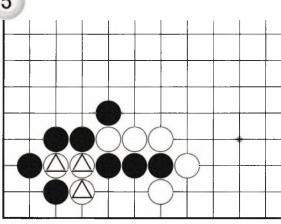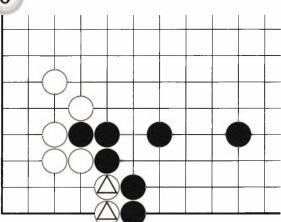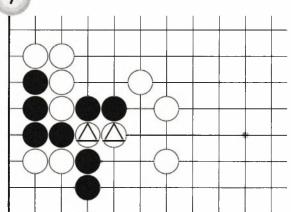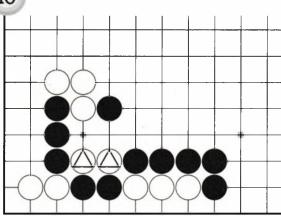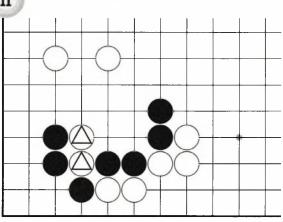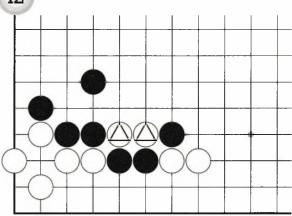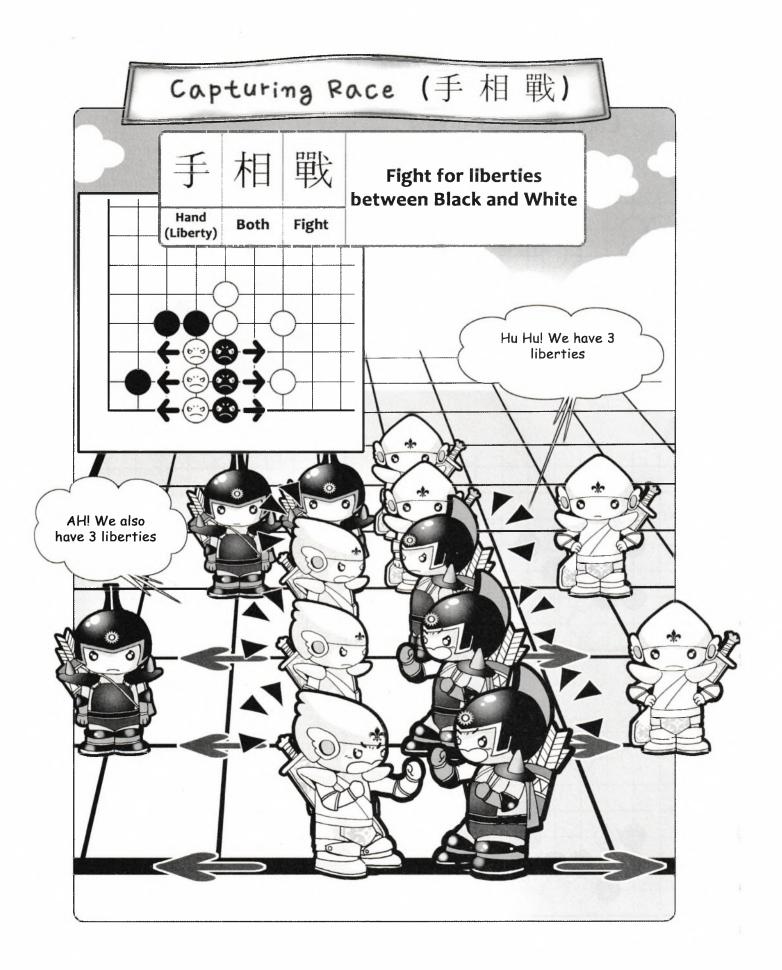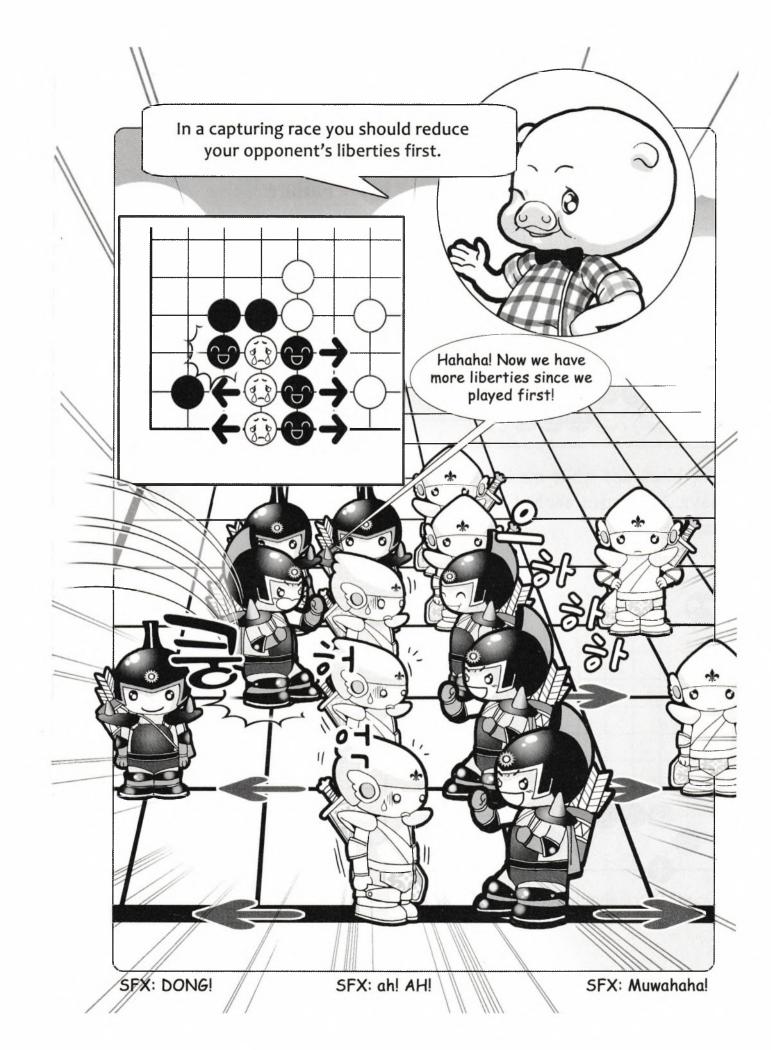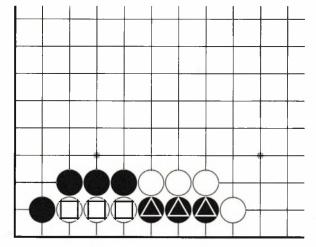
Reducing Liberties

Situation
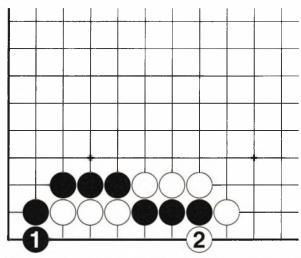
The black and white marked stones have 3 liberties each. Can Black capture White?

Failure
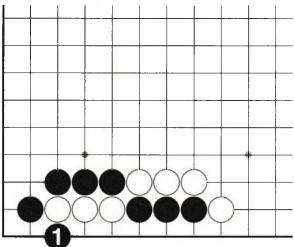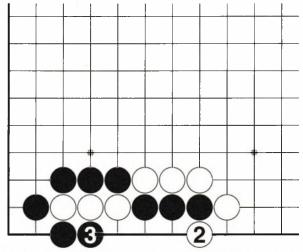
1 is not a good idea because Black doesn't reduce any liberties.
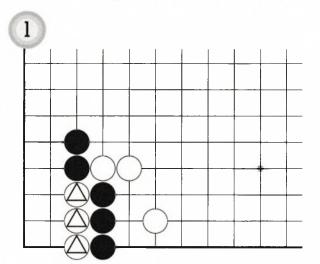
Success 1

Good! Black should reduce liberties.

Success 2
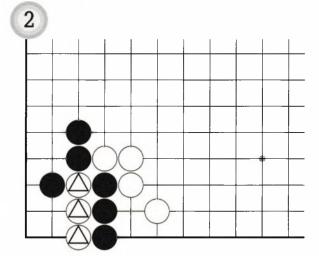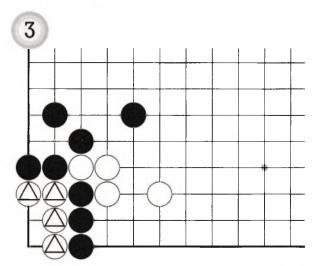
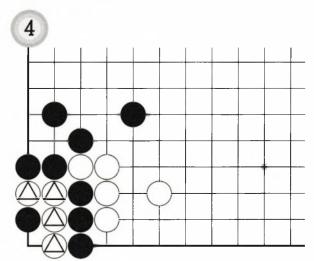Black continues to reduce the liberties and can capture White.
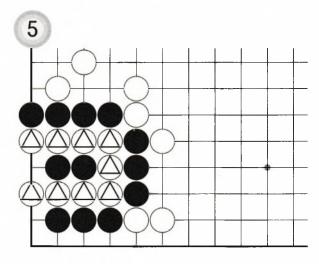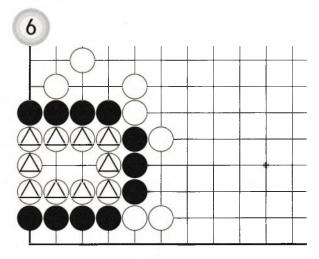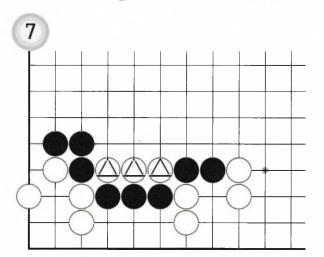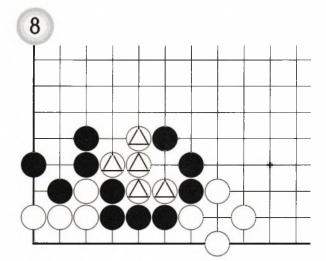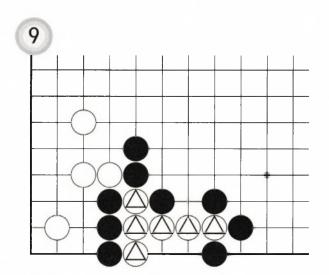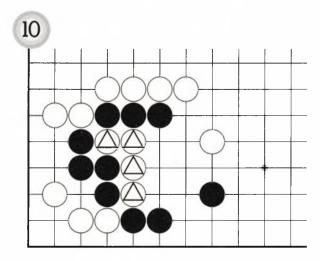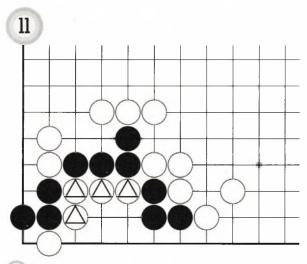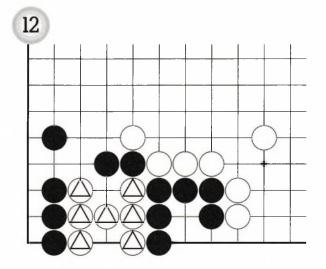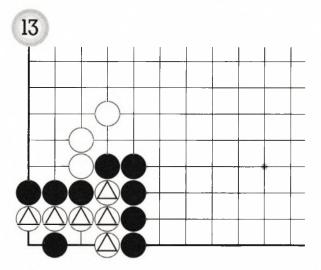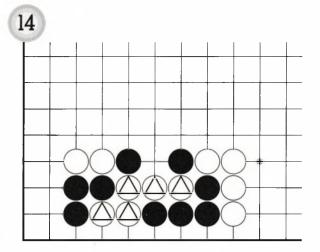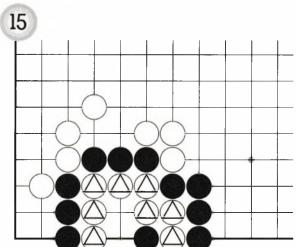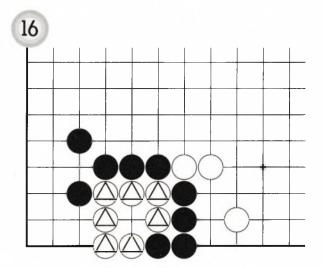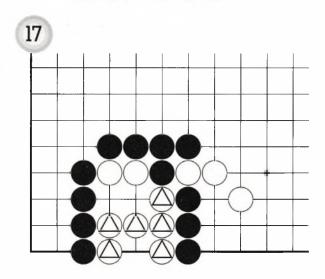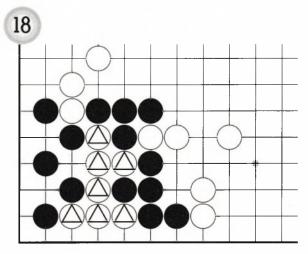
Math
Ability

Capture the △ stones.

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14 Reducing Liberties

Capture the △ stones.

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Capture the △ stones.

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14 Good Move or Bad Move

Is ❶ good or bad?

1 Good (   ) Bad (   )

2 Good (   ) Bad (   )

3 Good (   ) Bad (   )

4 Good (   ) Bad (   )
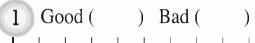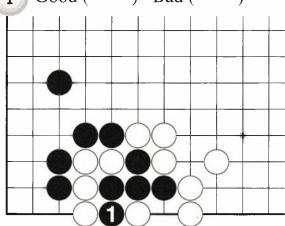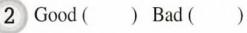
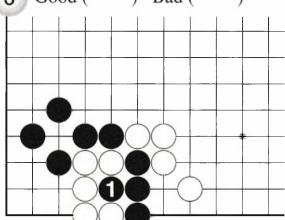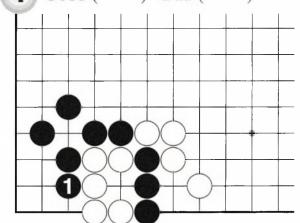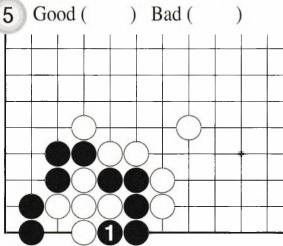5 Good (   ) Bad (   )

6 Good (   ) Bad (   )

14 Good Move or Bad Move

Is ❶ good or bad?
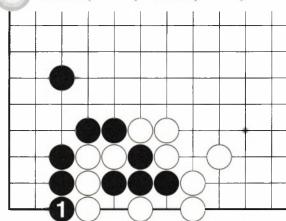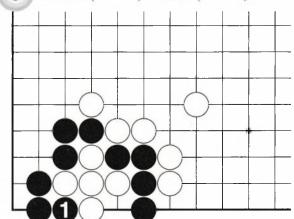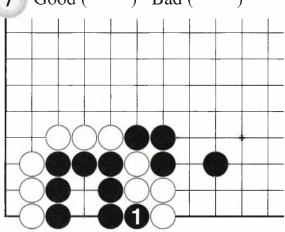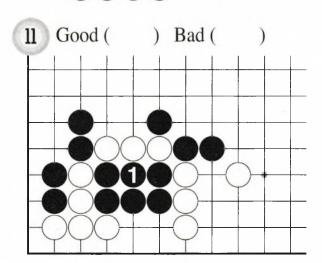
7 Good (   ) Bad (   )

8 Good (   ) Bad (   )

9 Good (   ) Bad (   )

10 Good (   ) Bad (   )

11 Good (   ) Bad (   )

12 Good (   ) Bad (   )
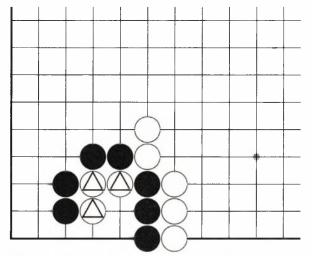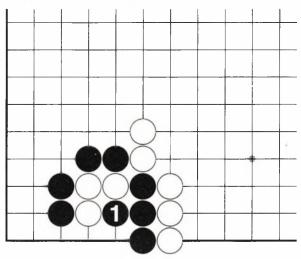
15　Beware of Jachung

Situation

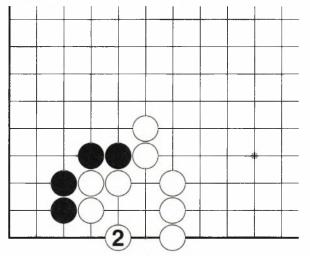Black has 2 liberties. How can Black capture the △ stones?

Failure 1

Oh, no! Don't play jachung. Black's liberties are reduced by one.
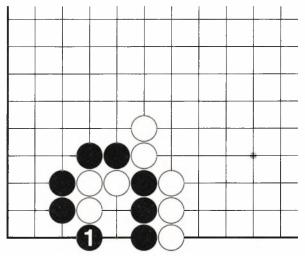
Failure 2

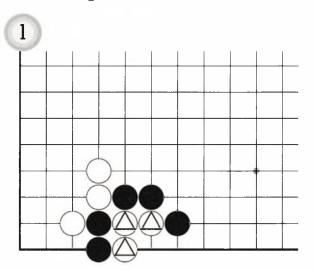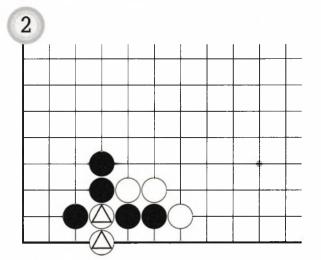If Black plays jachung, so many black stones will be captured.

Success

Beware of jachung while reducing liberties! Jachung is a move that reduces one's own liberties.
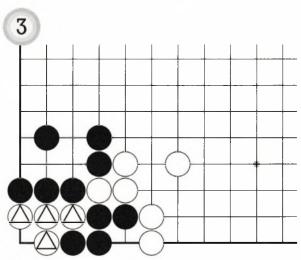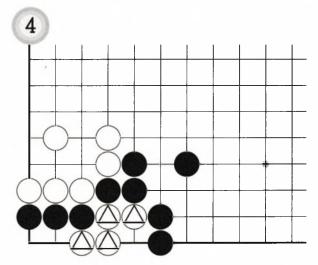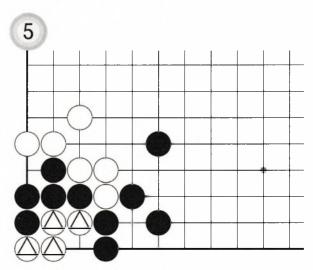
Beware of Jachung

Capture the △ stones but beware of taking your own liberty.
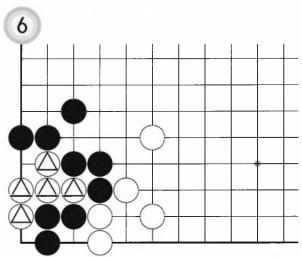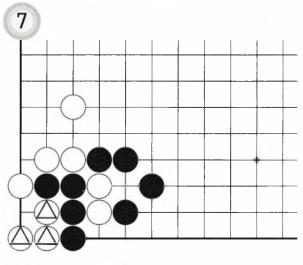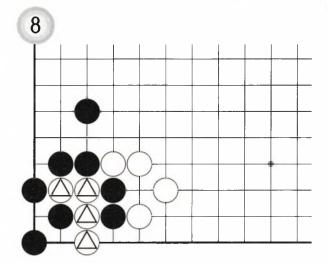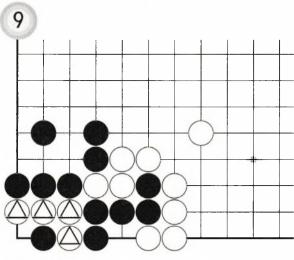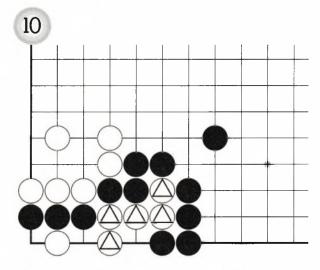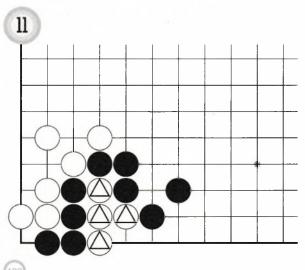
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15 Beware of Jachung

Capture the ⬕ stones, but beware of taking your own liberty.

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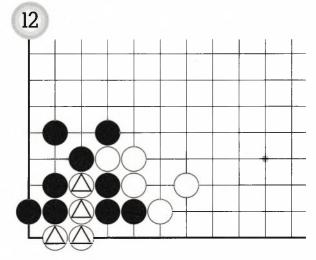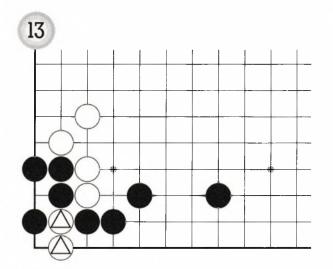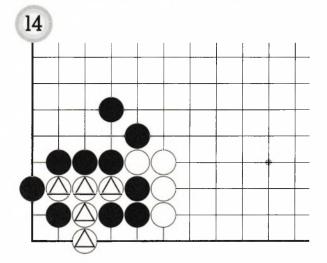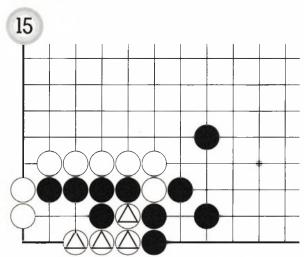
15 Beware of Jachung

Capture some white stones.

13
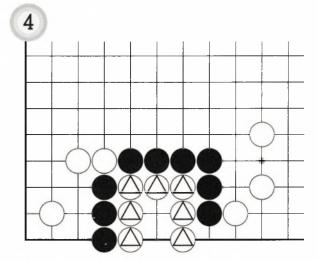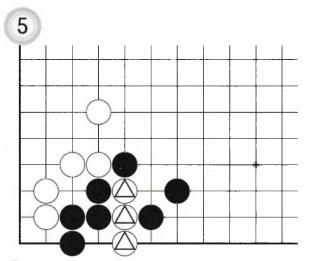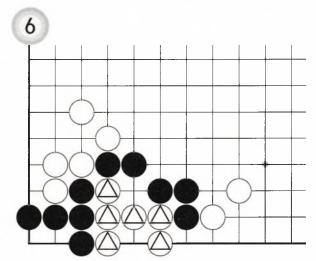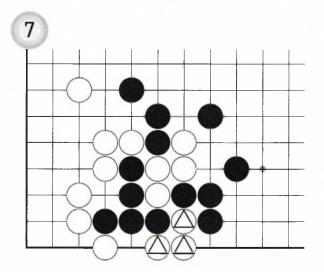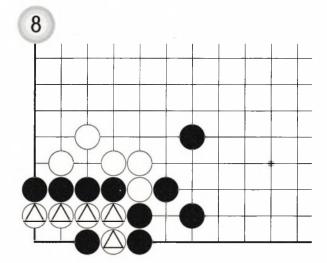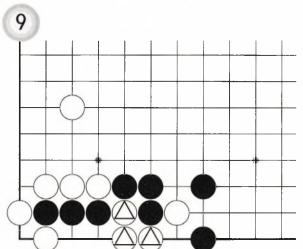
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15 Capturing Race (Review)

Capture the △ stones.

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15 Capturing Race (Review)

Capture the △ stones.

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16 Outside Liberties First

Situation
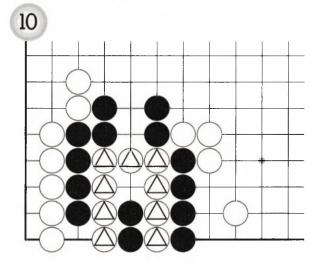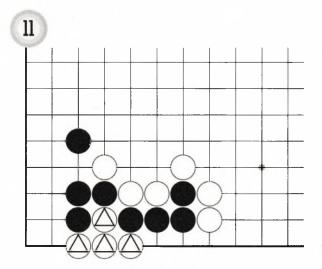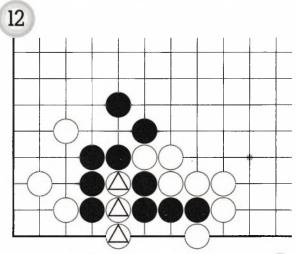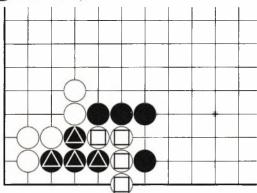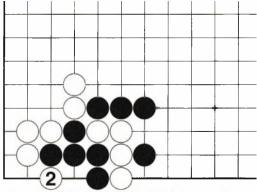
The black and white marked stones are in a capturing race.

Failure 1

Don't reduce the inside liberties first.
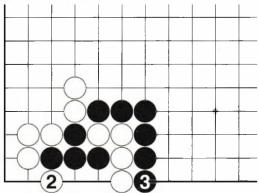
Failure 2

Because of jachung (reducing one's own liberties), Black is captured first.
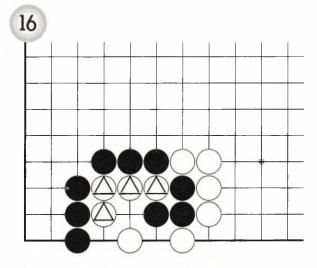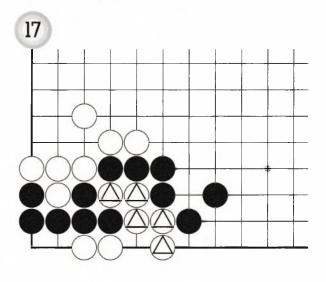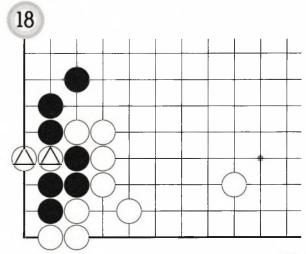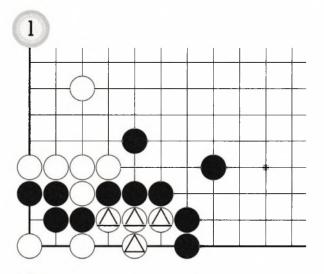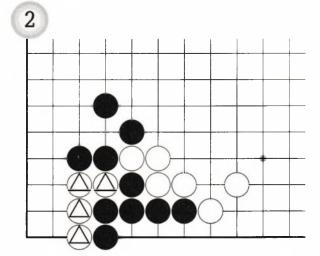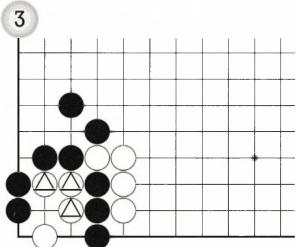
Success 1

That's why Black should reduce outside liberties first.
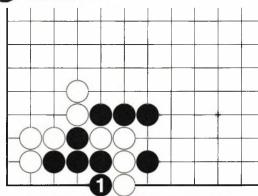
Success 2

Black continues reducing the outside liberties and captures White.

[Quiz]

Grandpa: I have one last thing to say.
Children: Please teach us a lot.
Grandpa: During a capturing race...(   )
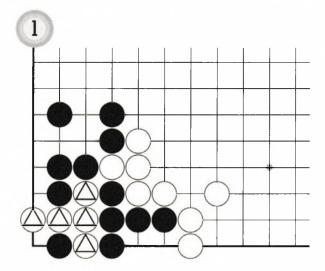
1. reduce the outside liberties first.
2. reduce the inside liberties first.
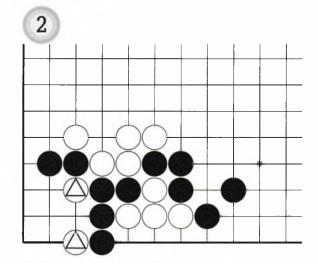
Reduce the outside liberties first in order to avoid jachung (taking your own liberties).
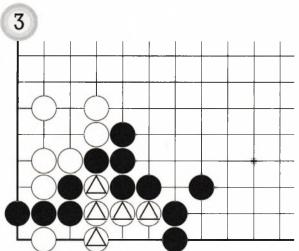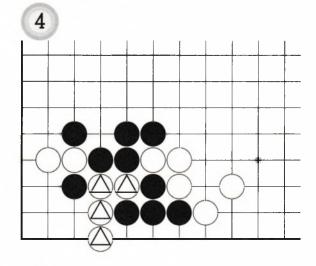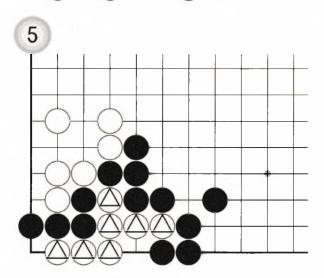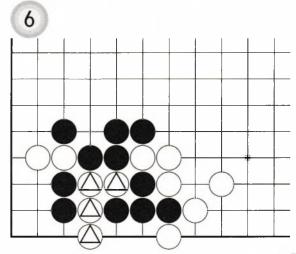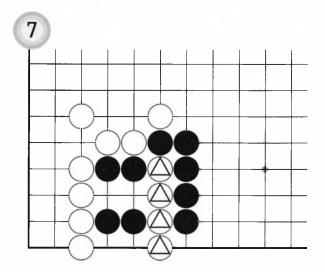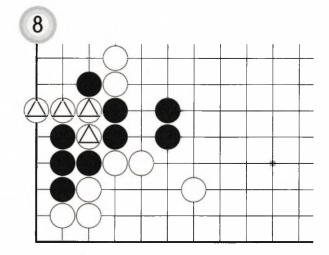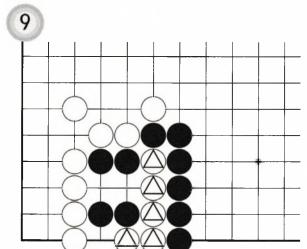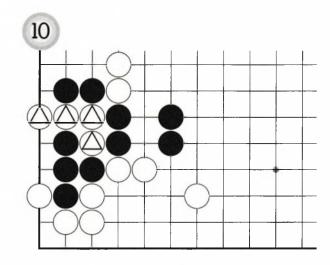
16 Outside Liberties First

Capture the △ stones.

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16 Outside Liberties First

Capture the △ stones.

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Math
Ability

Capture the △ stones.

13

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18

Capturing Race (Review)

Math
Ability

Capture the △ stones.

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Capture the △ stones.

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😎 Situation

Black to capture the ⬖ stones.

😣 Failure
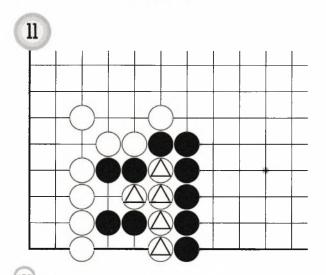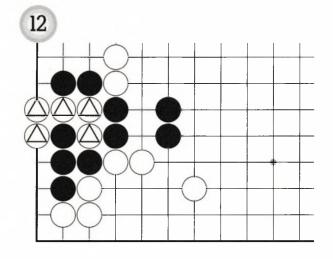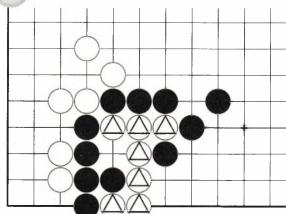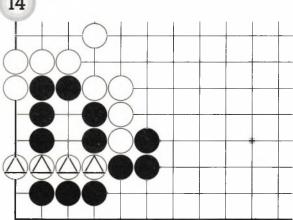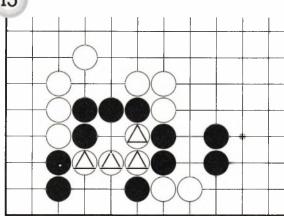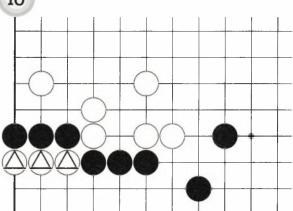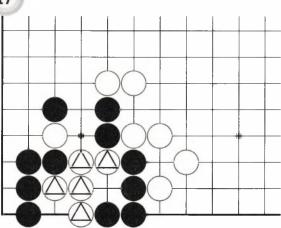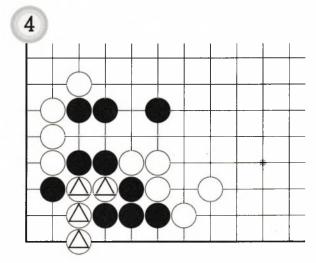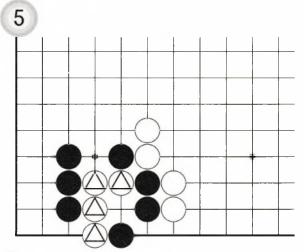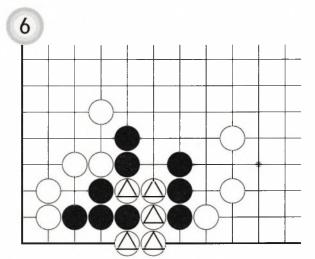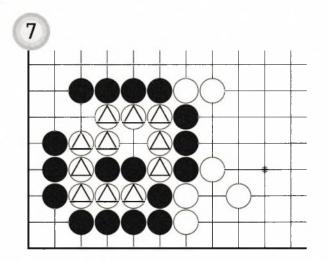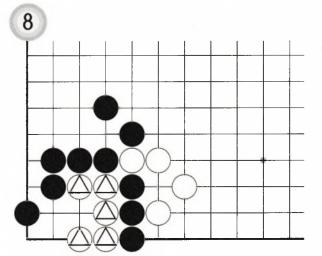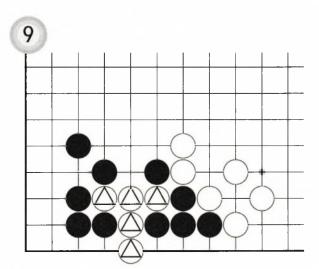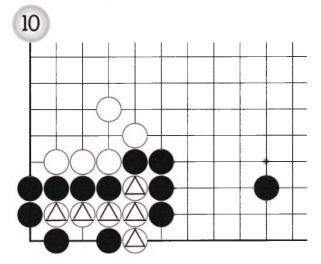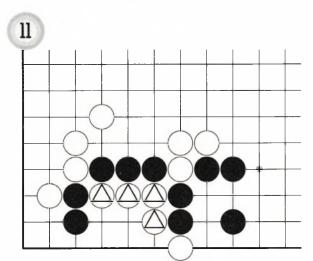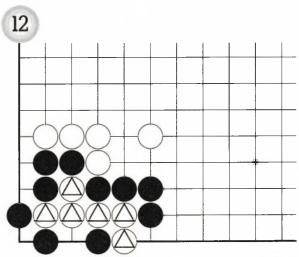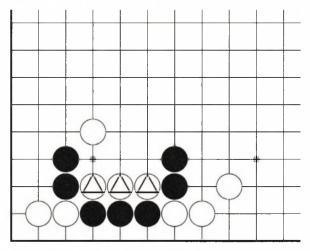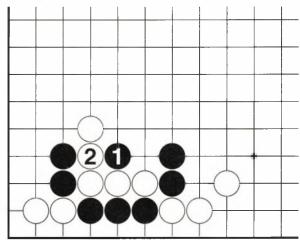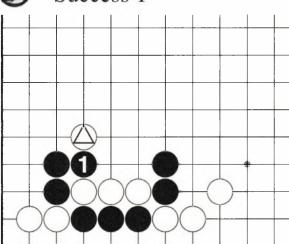
What a pity. This way White can connect and Black can't achieve anything.

😎 Success 1
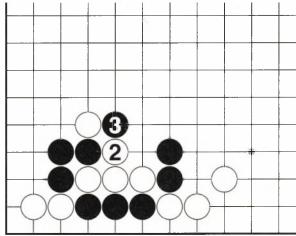
That's why Black should reduce liberties while cutting.

😄 Success 2

Even if White tries to escape, Black can capture the stones by cutting.
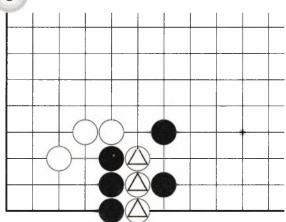
Reduce liberties while cutting.

17 Reduce Liberties While Cutting

Capture the △ stones.

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17 Reduce Liberties While Cutting

Capture the △ stones.

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17 Reduce Liberties While Cutting

Capture the △ stones.

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17 Capturing Race (Review)

Capture the △ stones.

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17 Capturing Race (Review)

Capture the △ stones.

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12

Opponent's Thoughts

Judgment
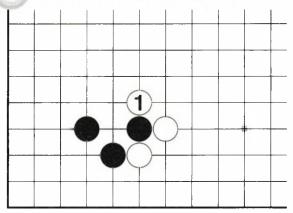
How should Black answer ①?
Think carefully why your opponent has played the last move.

1 White aims to capture my stones.
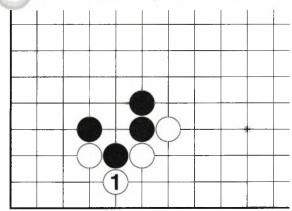
2 Should I save the stone or not?
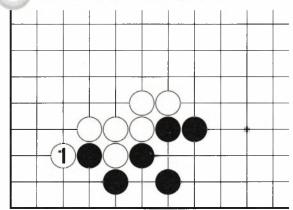
3 Should I save them or capture White?
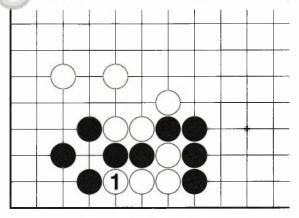
4 First let's save my own stone.

5 What's better? Saving or Cut?

6 Defend before attacking.

18 Opponent's Thoughts

Judgment
Ability
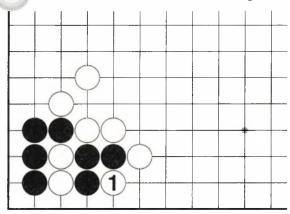
How should Black answer ①?
Think carefully why your opponent has played the last move.

7 Should I save them or capture White?
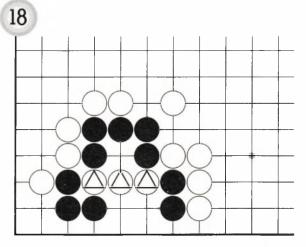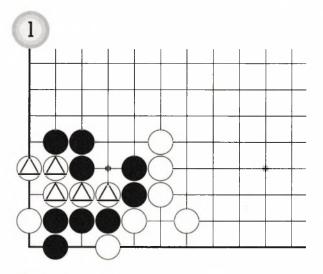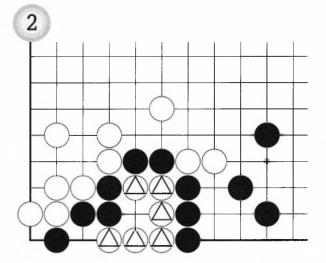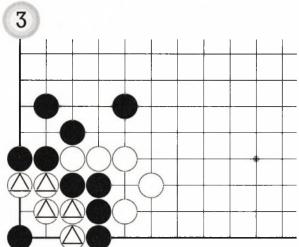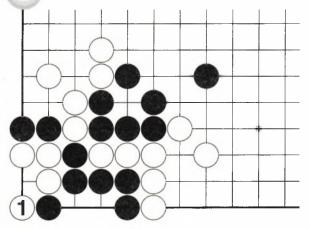
8 When both sides are in atari, capture.
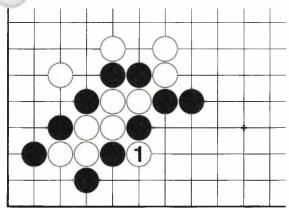
9 First defend, later attack.
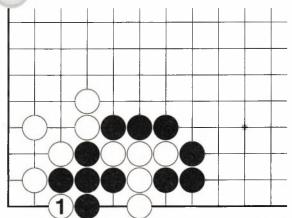
10 Take advantage of overplay ataris.

11 Both sides are in atari: capture.

12 White intends to capture my stones.
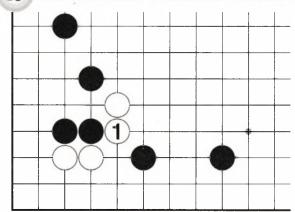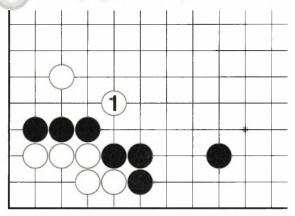
18 Opponent's Thoughts

Judgment

How should Black answer ①?
Think carefully why your opponent has played the last move.
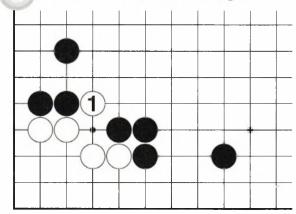
13 I must not allow these stones to connect.
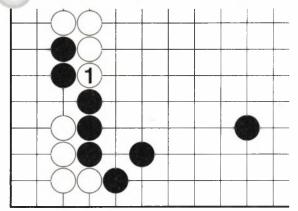
14 White peeped to cut my stones. Connect.
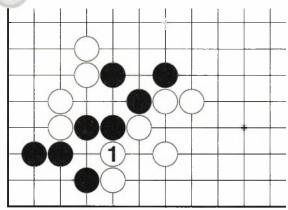
15 I should cut to take advantage.
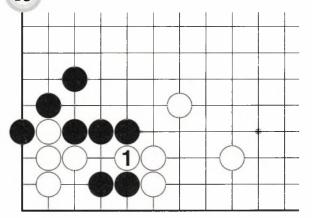
16 I'd better connect, or he will capture me.

17 White aims to cut my stones.

18 White intends to connect his stones.

18 — Opponent's Thoughts

Judgment
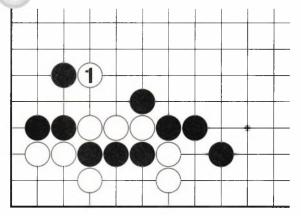
How should Black answer ①?
Think carefully why your opponent has played the last move.

19 Play atari towards the line of death.
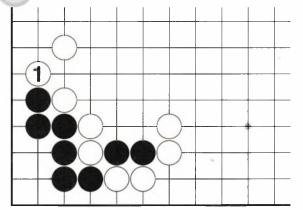
20 White tries to escape. Atari while cutting.
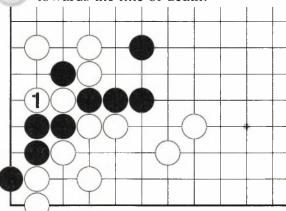
21 Don't allow to save his stones. Atari while cutting.
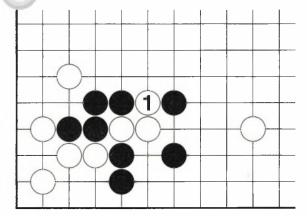
22 Double atari to use his weak points.

23 This is a capturing race. Play atari towards the line of death.

24 White aims to escape. I'd better block.
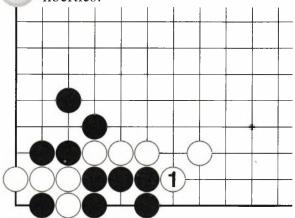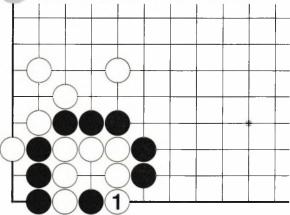
18 Opponent's Thoughts

How should Black answer ①?
Think carefully why your opponent has played the last move.
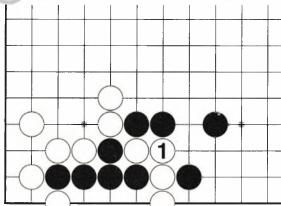
25 In a capturing race, I have to reduce liberties.
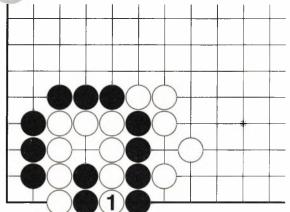
26 This is a capturing race. I should reduce the outside liberties first.
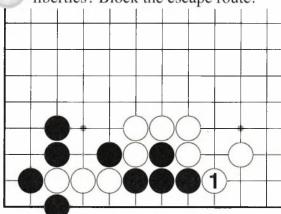
27 This is a capturing race. Where should I start to reduce liberties?
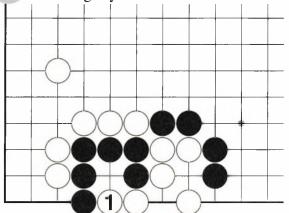
28 First, I'd better take White's outside liberties.

29 Where should I start to reduce liberties? Block the escape route.
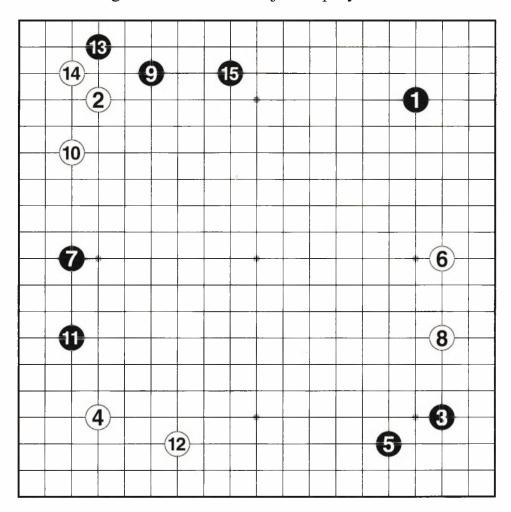
30 I should beware of jachung, that is reducing my own liberties.
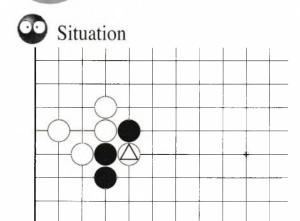
Let's study another professional opening. First play the moves while reading the text, and then just replay the moves.
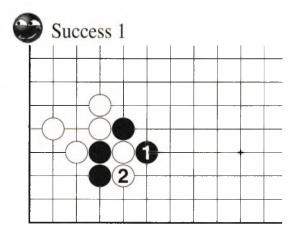
❶ Star Point	② Star Point
❸ 3-4 Point	④ 2-Star Formation
❺ Knight's Enclosure	⑥ Dividing Move
❼ Dividing Move	⑧ 2-Space-Extension
❾ Knight's Approach	⑩ Knight's Answering Move
⓫ 2-Space-Extension	⑫ Large Knight's Answer
⓭ Knight's Sliding	⑭ Diagonal Block
⓯ 2-Space-Extension	

Situation

How can Black capture the △ stone?

Success 1
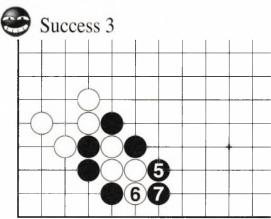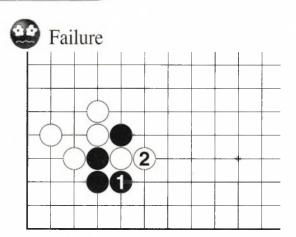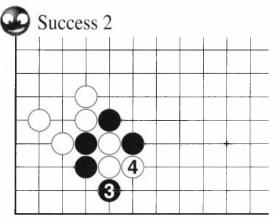
Black should play atari which gives White no more than 2 liberties.

Success 3

Black keeps playing atari like this until the line of death and captures White by ladder.

Failure

After ②, White increased his liberties, and it's hard for Black to capture White.

Success 2

Black continues playing atari, allowing White to have no more than 2 liberties.

[Quiz]

What is the capturing technique called, where you keep playing atari while allowing no more than 2 liberties? (   )
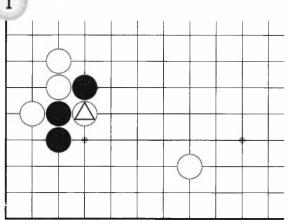
1. escalator
2. ladder
3. stairs

Ladder - continue playing atari while allowing no more than 2 liberties.
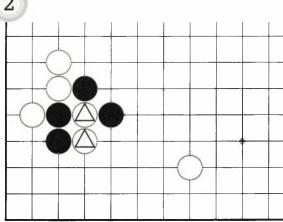
Ladder
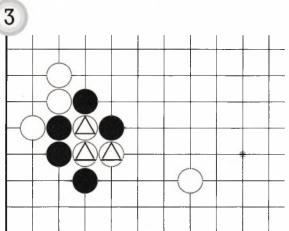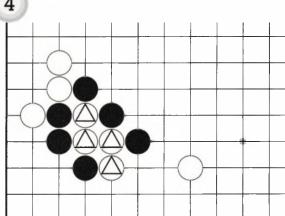
Spatial Sense

Black to capture the △ stones in a ladder. Write 1 move.

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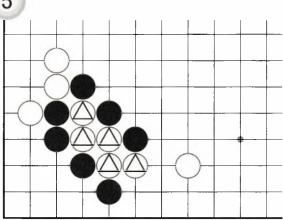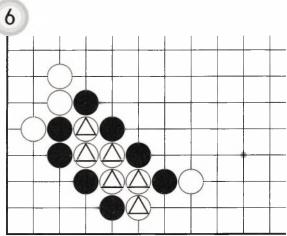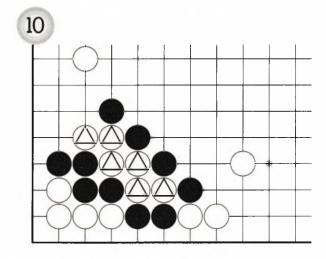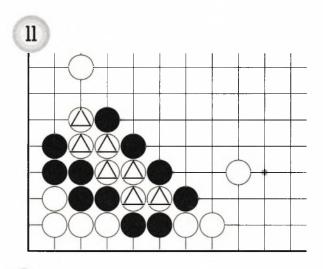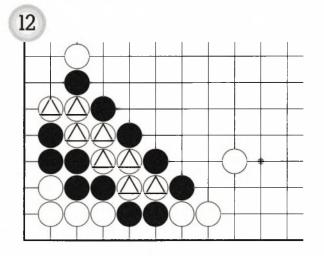
Black to capture the △ stones in a ladder. Write 1 move.

7
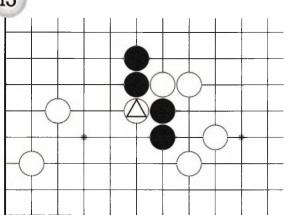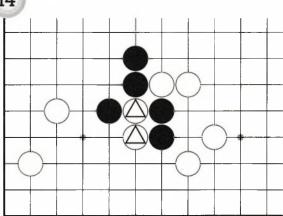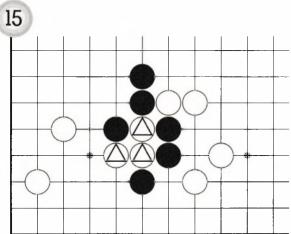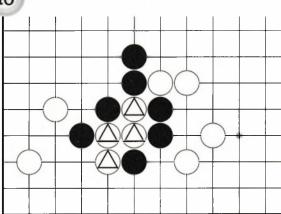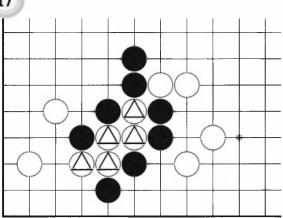
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Black to capture the △ stones in a ladder. Write 1 move.

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20 How to Answer
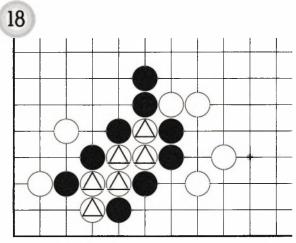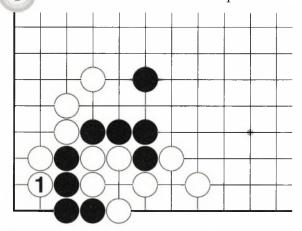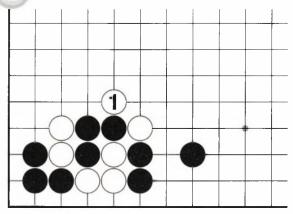
How should Black answer ①?
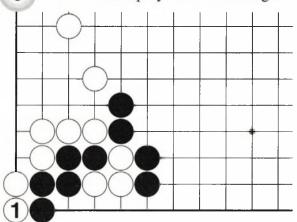
1 Which is better? Save or capture?
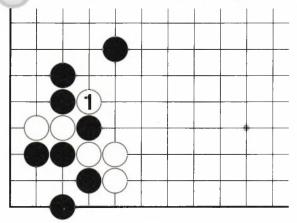
2 Oops, my stones are in atari.
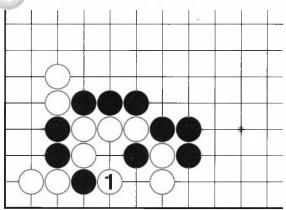
3 What a crude play. Take advantage.
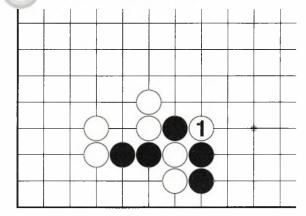
4 Let's defend before attacking.

5 Both sides in atari... I should capture.

6 Defense before attack.

How to Answer
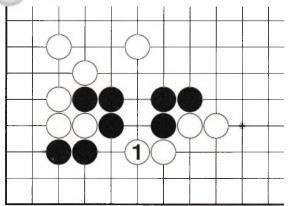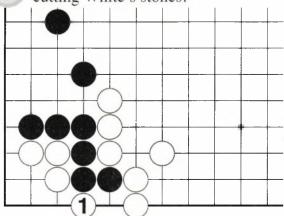
How should Black respond to ①?
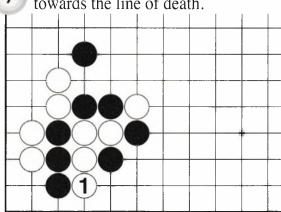
7 I should connect, so he can't capture my stones.
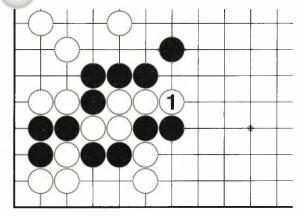
8 I should take advantage by cutting White's stones.
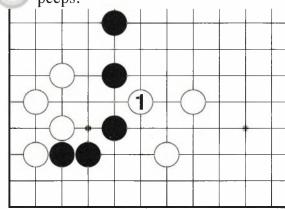
9 I can capture by playing atari towards the line of death.
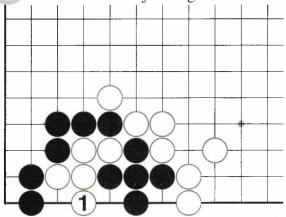
10 Atari towards my own stones.

11 I should connect when my opponent peeps.

12 I should reduce liberties while being careful to avoid jachung.

How to Answer

Judgment
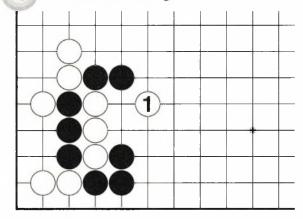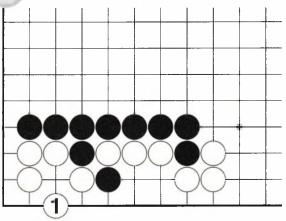
What is Black's best response to ①?
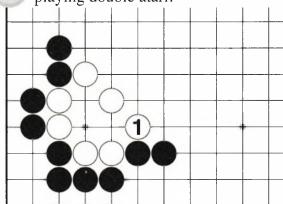
13 Atari while cutting.
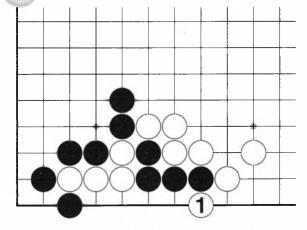
14 Atari while cutting.
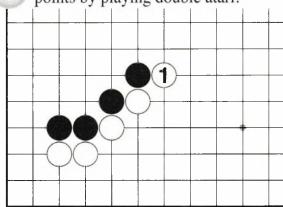
15 Utilize White's weaknesses by playing double atari.
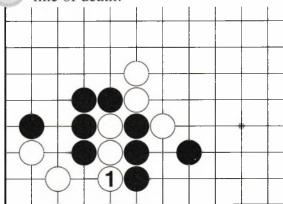
16 In a capturing race, reduce liberties.

17 Take advantage of White's weak points by playing double atari.

18 Capture by playing atari towards the line of death.

20 How to Answer

How should Black answer ①?
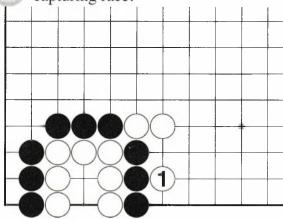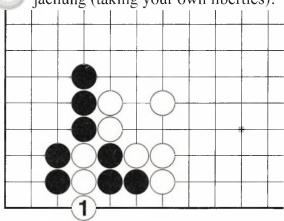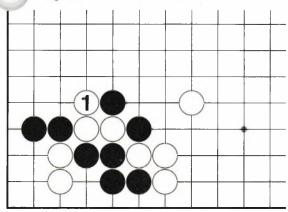
19 Reduce liberties to win the capturing race.
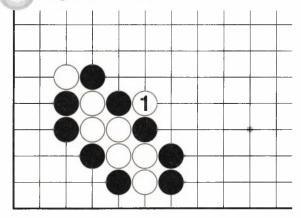
20 Reduce liberties but beware of jachung (taking your own liberties).
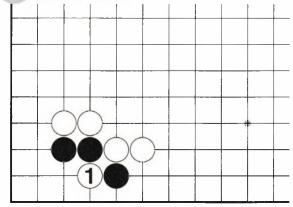
21 Capture White in a ladder.

22 Capture or save?
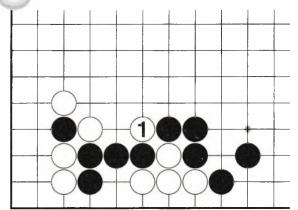
23 Capture by playing atari towards the line of death.

24 Play atari while cutting.

Level Test

There are three level tests for you to check what you have learned from studying this book.

Answer the 20 problems in each test. You receive one point for every correct answer. Count up your score.

To see your progress, look at the table below.

In all the problems, Black is to play.
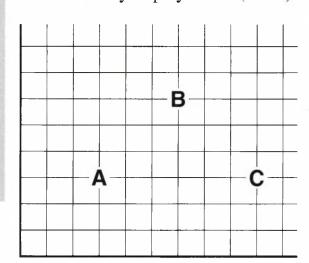
Result	Evaluation
17-20 points	Great! You are a Baduk hero!
12-16 points	Almost perfect!
8-11 points	Review the book one more time!
0-7 points	Try a little harder!

1 Baduk Playing Order

Where should you play first? (   )
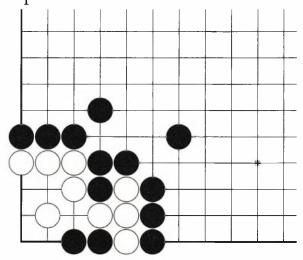
2 General Baduk Knowledge

When playing Baduk, what is the right attitude?   (   )

1. Making trouble.
2. Making noises with stones in the bowl.
3. Not wanting to play with stronger players.
4. Thinking hard why your opponent has played his last move.
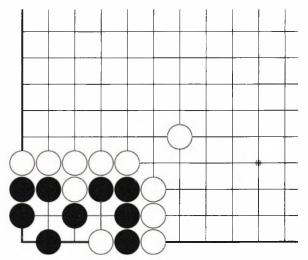
3 Capturing

Find white stones in atari and capture them.

4 Saving

Find black stones in atari and save them.

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5 Solid Connection
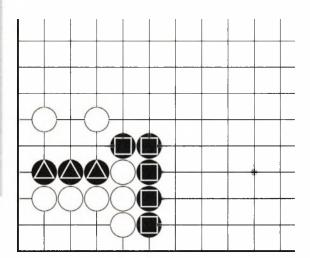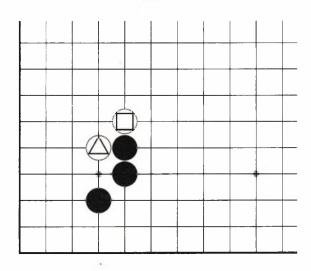
Connect the ▲ and ■ stones.
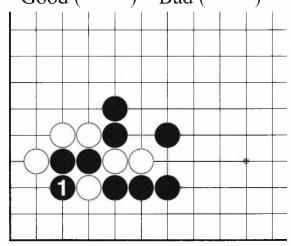
6 Direct Cut

Cut the △ and ▢ stones.

7 Defend before Attacking
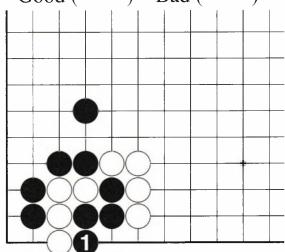
Is ❶ a good or bad move?
Good (   )   Bad (   )

8 Good Move or Bad Move
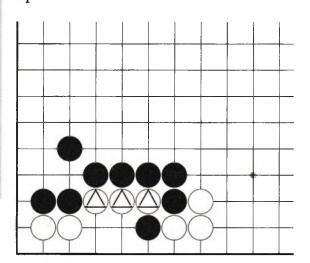
Is ❶ a good or bad move?
Good (   )   Bad (   )
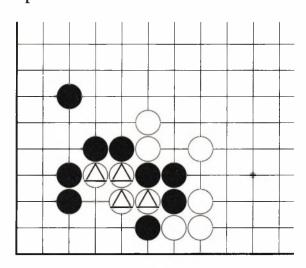
9 Atari while Cutting

Capture the △ stones.

10 Atari to your own Stones
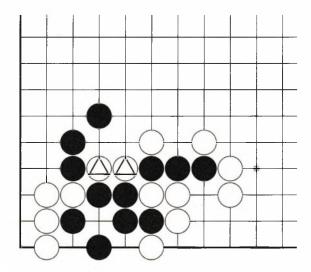
Capture the △ stones.
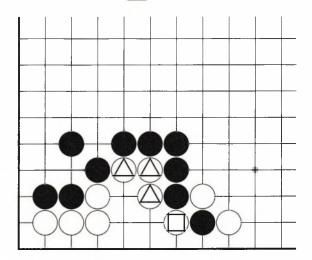
11 Atari while Cutting

Capture the △ stones.

12 Double Atari
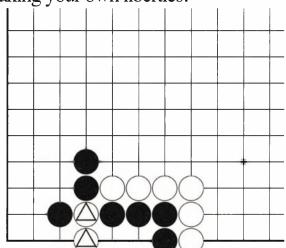
Capture the △ **or** the ▢ stones.

13 Beware of Jachung
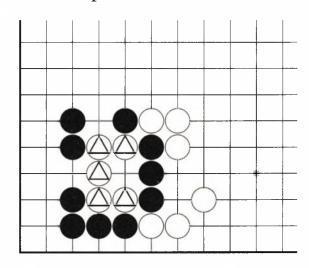
Capture the ⬠ stones but beware of taking your own liberties.
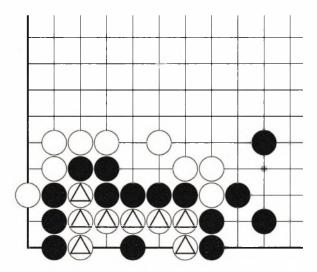
14 Outside Liberties First

Black to capture the ⬠ stones.

15 Reducing Liberties

Capture the ⬠ stones.

16 Reducing Liberties While Cutting

Capture the ⬠ stones.

Level Test

17 Ladder

Capture the △ stones in a ladder.

18 Ladder

Capture the △ stones.

19 How to Answer

How should Black answer ①?

20 How to Answer

What's Black's best response to ①?
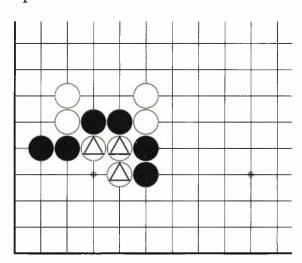
2 Level Test

1 Good & Bad Lines

Who played better?
Black (   ) White (   )

2 General Baduk Knowledge

Which lines are good for making territory?

(   ) line & (   ) line

1. Line of Death (1st line) -
       line to get captured easily
2. Losing line (2nd line) -
       line to lose the game
3. Territory line (3rd line) -
       line to make solid territory
4. Influence line (4th line) -
       line to make a big framework
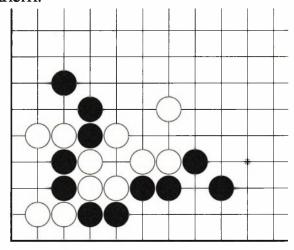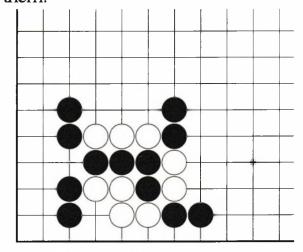
3 Capturing

Find white stones in atari and capture them.

4 Saving

Find black stones in atari and save them.

5 Answer the Opponent's Peep

Connect the ▲ and ■ stones.

6 Cut Straight Through

Cut the △ and ▢ stones.
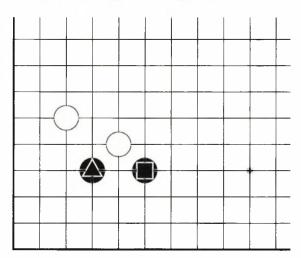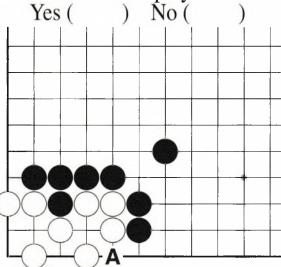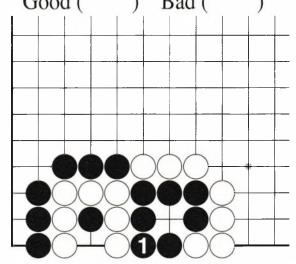
7 Tiger's Mouth

Should Black play at A?
Yes (　　) No (　　)

8 Good Move & Bad Move
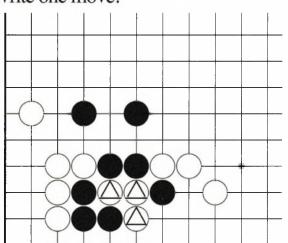
Is ❶ a good or bad move?
Good (　　) Bad (　　)
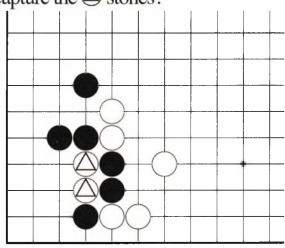
9 Atari to the Line of Death

How can Black capture the △ stones? Write one move.
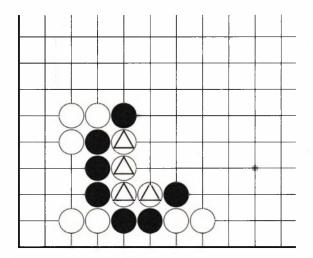
**10** Atari to your own Stones

Where should Black play atari to capture the △ stones?
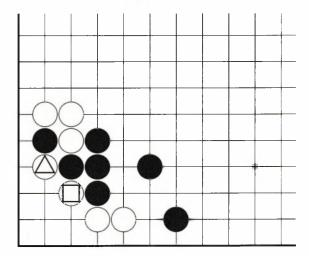
11 Atari to your own Stones

Capture the △ stones. Write 1 move.

12 Double Atari
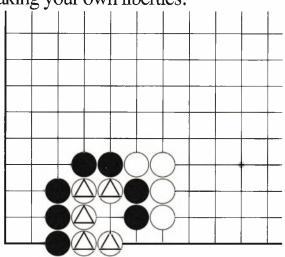
Capture the △ **or** the ▢ stone.

13 **Beware of Jachung**
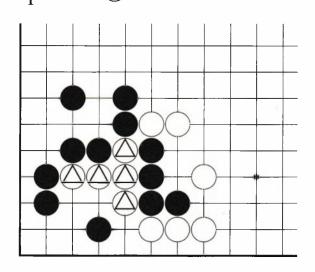
Capture the △ stones but beware of taking your own liberties.

14 **Reducing Liberties While Cutting**
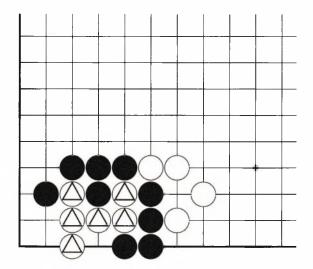
Capture the △ stones.
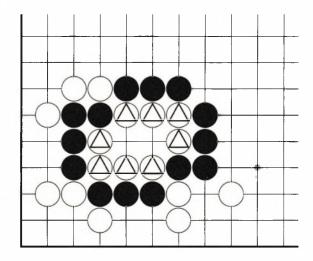
15 **Reduce Outside Liberties First**

Capture the △ stones.

16 **Reducing Liberties**

Capture the △ stones.

17 Ladder
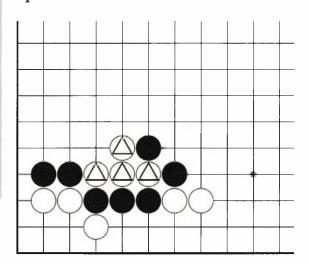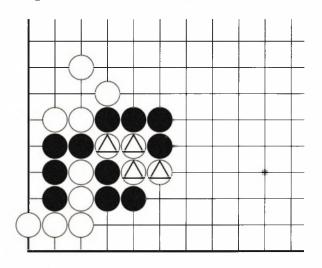
Capture the △ stones.

18 Ladder

Capture the △ stones.

19 How to Answer
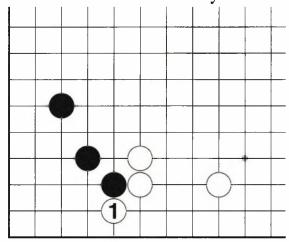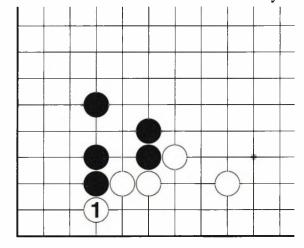
How should Black answer ①? White aims to enter Black's territory.

20 How to Answer
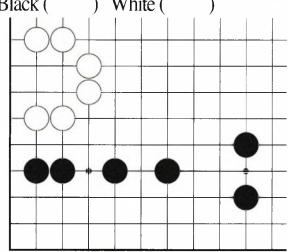
How should Black respond to ①? White aims to enter Black's territory.

1 Territory Making Method

Who has played better?
Black (   )   White (   )

2 Baduk Terms
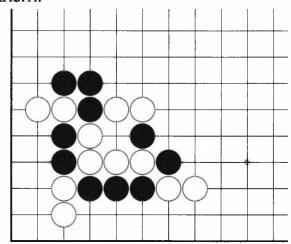
Taking one's own liberty is called

(   )

1. atari
2. ladder
3. jachung
4. capturing
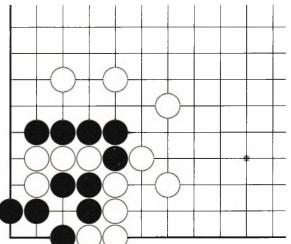
3 Capturing

Find white stones in atari and capture them.

4 Saving

Find black stones in atari and save them.

5 Solid Connection

Connect the ▲ and ■ stones.

6 Cut Straight Through

Cut the ⃝ and ▱ stones.

7 Defend before Attacking
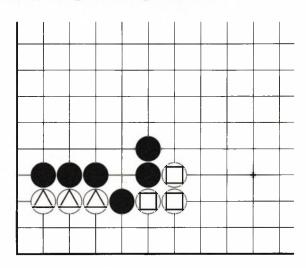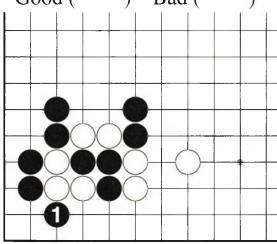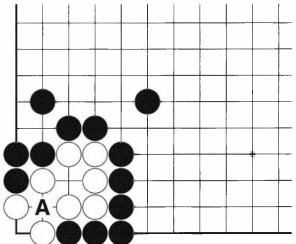
Is ❶ a good or bad move?
Good (   )   Bad (   )

8 Suicide
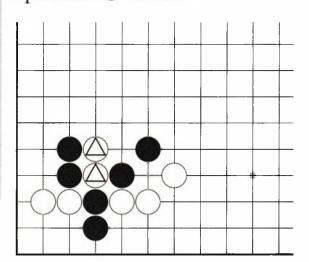
Can Black play at A?
Can (   )   Can't (   )
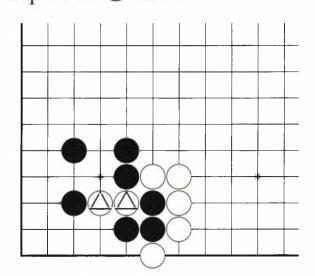
9 Atari Toward Your Stones

Capture the △ stones.
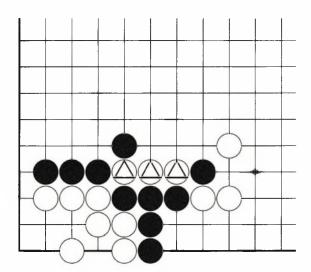
10 Atari Toward Your Stones
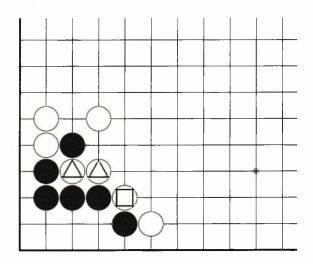
Capture the △ stones.

11 Atari Toward Your Stones
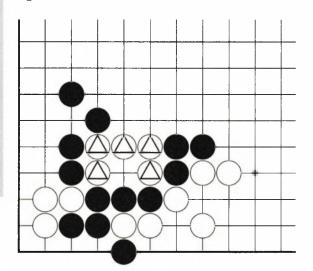
Capture the △ stones.

12 Double Atari

Capture the △ or the ▢ stones.

13 Reduce Outside Liberties First
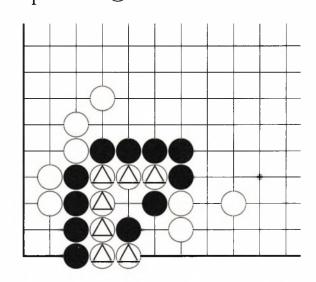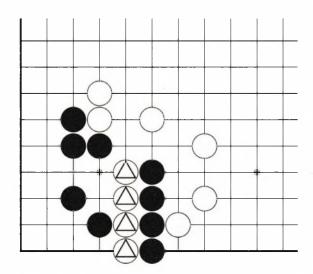
Capture the △ stones.
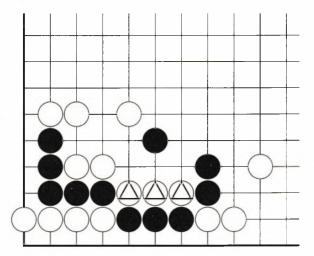
14 Beware of Jachung

Capture the △ stones.

15 Reducing Liberties While Cutting

Capture the △ stones.

16 Reducing Liberties While Cutting

Capture the △ stones.

Level Test

17 Ladder

Capture the △ stones in a ladder.

18 Ladder

Capture the △ stones.

19 How to Answer

How should Black answer ①?

20 How to Answer
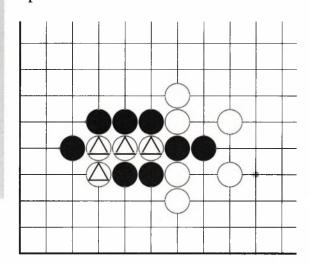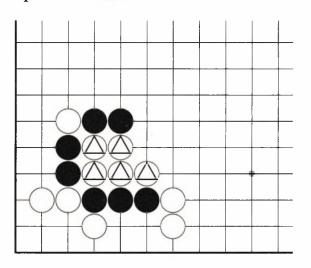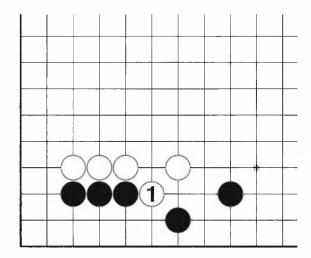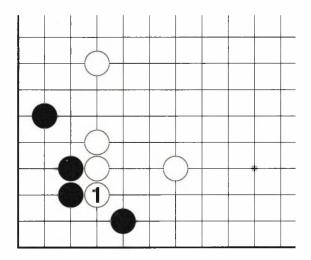
What's Black's best response to ①?

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1977 Born in Berlin, Germany
1999, 2000, 2004, 2005 German Baduk
    Women's Champion
Since 1995 Teaching Baduk
2008 Bachelor of Arts in Baduk Studies
2010 Master of Arts in Baduk Studies

LEVEL UP 1

Commented Games by Lee Sedol 1-3
(Intermediate to Advanced Level)

In this series of books, Lee Sedol 9P selects his own games, and comments on them in detail. Each book contains three game reviews. The English version of Volume 3 will be published in 2014.

Level Up 1-5, Review 1 (Beginner's Level)

No previous knowledge is needed for these introductory books. Discover the world of Baduk (Go) by studying very basic concepts involving technique, strategy and culture. Review 1 summarizes all the content from "Level Up" volumes 1-5.

Level Up 6-10, Review 2 (Basic Level)

You can delve further into Baduk (Go) with these books after completing level 5. The review book helps to make sure that you retained the knowledge gained in volumes 6-10.

Jump Level Up 1-5 (Intermediate Level)

These books are for intermediate players who would like to systematically continue their study. All books from the "Level-Up" series are enriched with general knowledge about the world of Baduk (Go).

Essential Life & Death 1-4
(Intermediate to Advanced Level)

These books go over very efficient problems that often appear in real games. They also break down problems into many sub-problems to further improve understanding. The student can check his or her progress in several test sections.

Joseki Jeongseok Compass 1
(Basic to Intermediate Level)

This book addresses players who are interested in learning standard sequences in a systematic way. In addition to the basic variations, it also shows how to deal with mistakes. The reader can practice while solving problems.